THE One

ATARI ST
AMIGA
PC

16-BIT GAMES

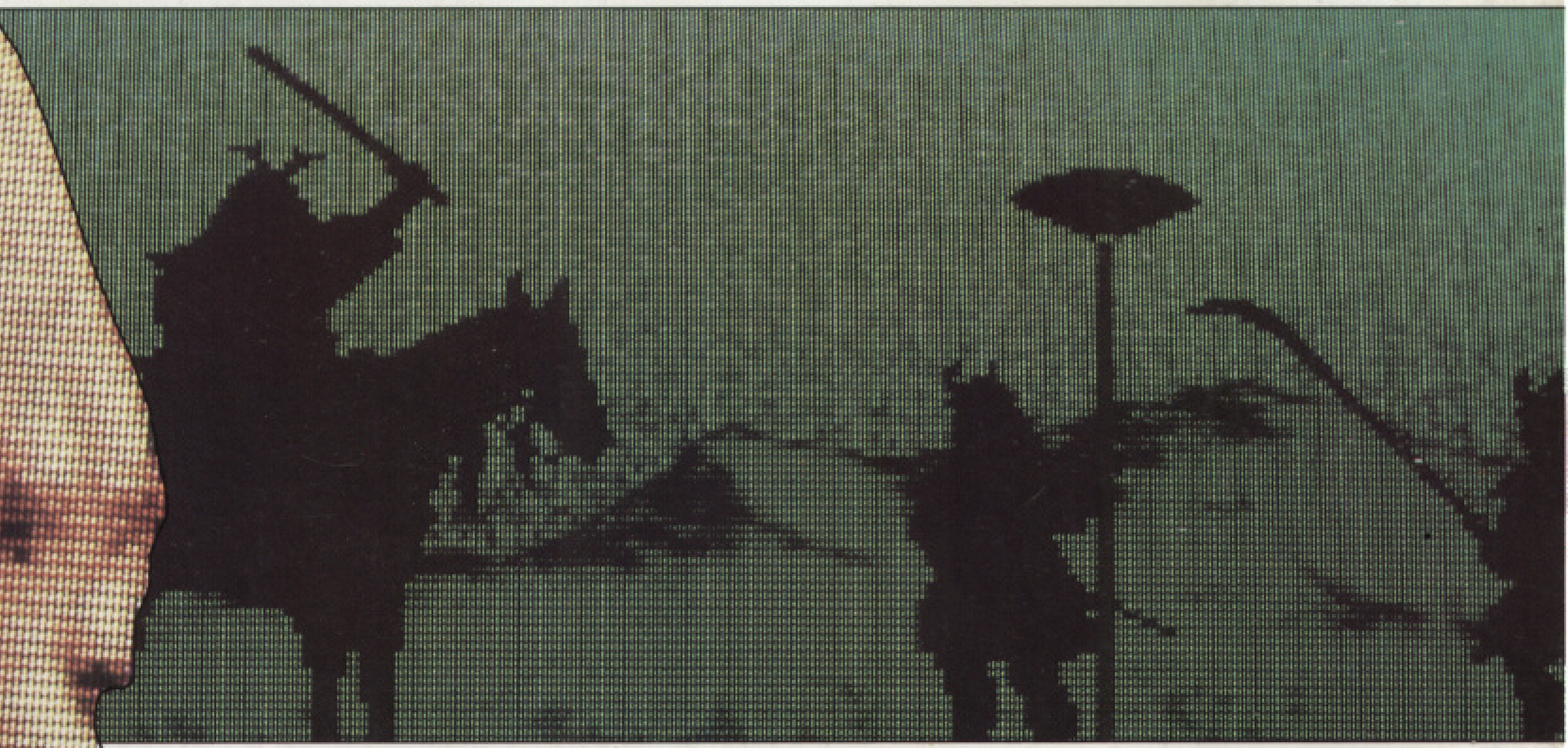
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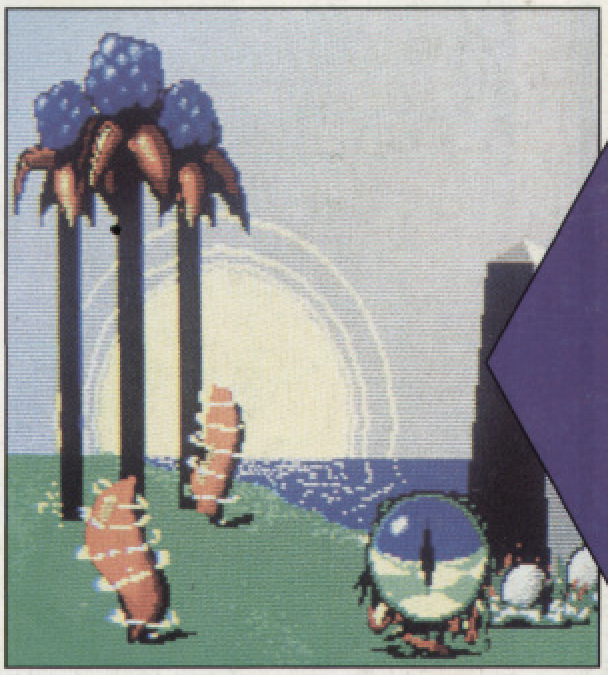
F-16 THE REAL THING





LORDS OF THE RISING SUN FULL OF EASTERN PROMISE







ARCHIPELAGOS AN ISLAND PARADISE

PLAYERS GUIDE


JOIN THE CR
The Man
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Your Opponents in your battle for supremacy are four types of Evil Ninja star-throwing Assassins whose skills are manifold and dangerous. Also out to spoil your day are Acrobatic Women Warriors and vicious Guard Dogs. At the end of each level you must overcome the Ninja Master in order to progress – some examples of these superhuman villains are: A fire-breathing Fat Man, an Armour Clad Giant Ninja – who has a disconcerting habit of suddenly multiplying into an army!
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CONT



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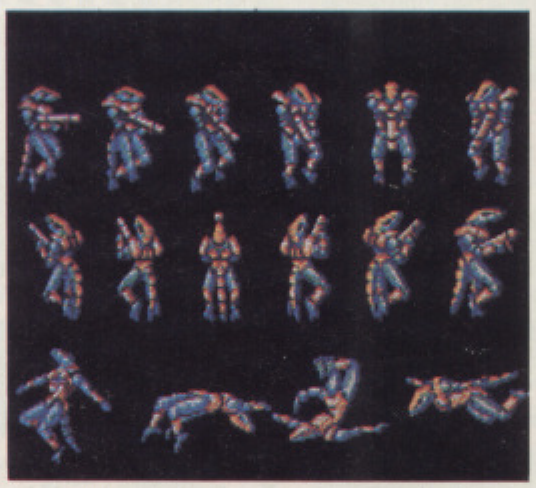
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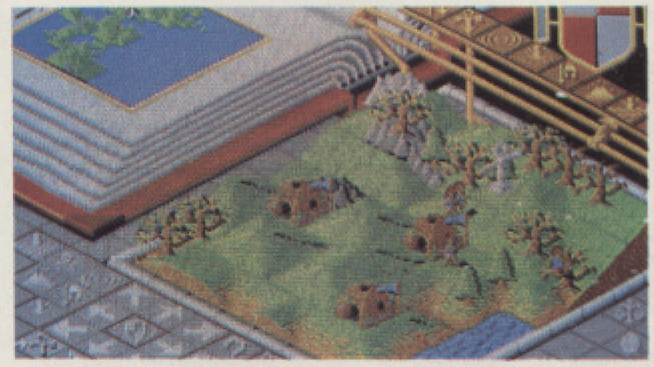
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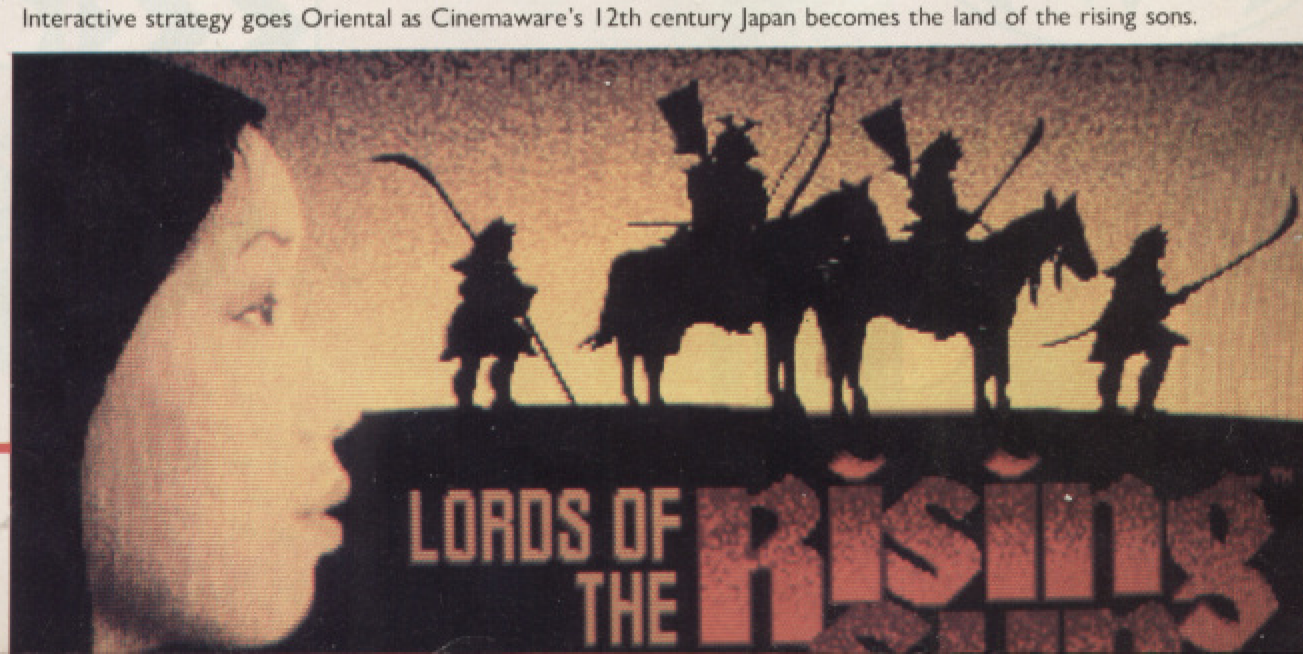
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Finally, from the heart comes a Claire Rayner 'Thank You Lovey' for: Paul Presley (General Support), Andrew Braybrook (Technical Support), Tom 'Cruise' Glennister (Air Support), Mark Hambleton (Chart Support) and Fatty Williams (Surgical Support). And a special 'ta mates' to the Bath bozos for showing onto us that good covers are not Heaven sent.









-ENTS



ADVERTISERS INDEX

THE ONE'S GUIDE TO PRICE, RELEASE DATE AND EVERYTHING

You may be used to reading reams of opinionated waffle elsewhere, but here we prefer to let the games speak for themselves. Relevant scenes are shown, with informative captions used to convey the 'feel' of the game in question. At the end of each review there are opinions highlighting any good and bad points, prices, release dates, and ratings where possible. Basically, there's something for everyone – at best a review, and at worst a highly detailed preview. There's nothing clever, just straightforward facts and ratings. Updates will follow where appropriate.

GRAPHICS Not necessarily how colourful or well drawn they are, but how well they fit in to the overall effect.

SOUND Again, not necessarily quantity or indeed quality of sound, but how well it's used.

PLAYBILITY How does this game feel? Is it addictive or just plain uninteresting?

VALUE Essentially a reflection of lasting interest – how much game do you get for your money.

OVERALL A useful point of reference – essentially a summary of the preceeding ratings.

REVIEWER ROUND-UP

GARY PENN
Mr Non-committal. He likes everything and anything – well, except bad software. Current fave raves include **Lords Of The Rising Sun, Archipelagos** and **Populous,** and currant buns are tops for tea.

PAUL BOUGHTON
The erstwhile C+VG Deputy Editor likes nothing better than good old fashioned arcade-style antics – provided they're not frustratingly difficult. That's not to say he doesn't get a buzz out of using his bonce occasionally – **Zak McKracken** got him going this month.

CIARÁN BRENNAN
Ciarán likes his action superlative rather than superfluous. To score with our Ciarán, he has to get heavily involved with the proceedings, which is why he goes for games like **Rocket Ranger** (still?) and **Populous.**

TONY DILLON
Tone by name and tone deaf by nature, Mr 'metal' Dillon is more selective with his software than he is with his music. He's only really into shoot 'em ups, beat 'em ups, simulators (flight in particular), strategy games (especially RPGs) and adventure-style action.

BRIAN NESBITT
Brian likes his software pacey as opposed to racey, but that's not to say he's averse to a little light relief – Hi-Soft's high-speed assembler is fast enough to turn him green.

GRAHAM TAYLOR
Gee Tee's 'thing' is best explained by using his all-time favourite game as an example . . . **Carrier Command.** Featuring just the right amount of thinking and action, this is where Graham's 'at'.

GARY WHITTA
The cheeky Chingford chappy is into most types of game, but prefers a good solid shoot 'em up and beefy beat 'em up at the end of the day. Arcade adventures are his bone of contention, as he feels on the whole they could be better.

LETTERS

LETTERS, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

DUNGEON DILEMMA

Dear Sir,
At the moment I am the owner of a rather dated Commodore 64 but within the next month I should have a spanking new Amiga, that's why I bought your magazine. Before I buy the computer I would like to know a couple of things though.

With regards to **Dungeon Master.** Could you please explain to me whether there is a version for the A500, most of the magazines say that the Amiga version only works on a 1Mb computer but one advert I have read (I forget the name of the company) said that they also have an A500 version, is this possible?

If there is only a 1Mb version, then can you tell me the reason why ST owners can have the game for their 512k computers but the Amiga has to have twice the power. Does it have better graphics and sound or what? How about **Dungeon Master II** and **Chaos Strikes Back,** will these be 1Mb only?
Daniel Todd, Werrington, Peterborough.

*Good question Daniel. In answer to your first query . . . no, there is no A500 version of **Dungeon Master** available. The reason for this it seems is that the ST has a greater amount of available RAM, and the game is a 'load and run' product (that is, the machine doesn't access the disk after the initial loading). On the subject of **Dungeon Master II** and **Chaos Strikes Back,** unfortunately it's too early to tell, but we'll let you know as soon as word reaches us.*

VORSPRUNG DURST TECHNIK

Dear Sir,
Greetings from Germany and from my Atari ST, who is pleased by the way you inform his user (that's me) about new stuff. There are many reasons for my writing. But we're in no hurry are we?

Firstly, I want to congratulate you for your Bye Bye 1988 editorial. True words about an interesting year, although **Super Hang-On** or **Eliminator** aren't that software highlight in my eyes. By the way, my English isn't that good, but what's missing in good writing surely could be added by your fabulous imagination a games tester has (hrrm).

Before using my ST to type the letter I've just finished **R-Type** on the PC-Engine. As you've looked to the consoles in your editorial, don't close your eyes to the future. Comparing the PC-Engine version of **R-Type** with the ST version you can take a bath in tears. The 8-bit Engine beats the 16-bit ST hands down (sober).

Looking for the 'ultimate experience in computer games' (you know, the kind of promise you read in every ad), the hope goes to the new consoles with better sound chips and better co-processors than the 'serious' machines. I'm not talking about the Nintendo or the small Sega – do you type your texts on a ZX81?
Raimund Lingen, Cologne, West Germany.

PS: I forgot to mention the crazy size of **The One.** I collect all mags and have special files for them, but your mag is too big! Nobody is perfect . . .

Erm . . . thanks for the letter Raimund. Let's hope you don't have to take too many baths in tears during 1989. On the subject of consoles, we're all waiting with bated breath to see what the next generation will be capable of. We're still undecided as to whether The One should cover these new machines, so maybe you could let us know – how about it?

SHORT SHARP SHOCKS

Dear Sir,
I have a few comments on your magazine which I would like you to take note of.

Firstly there are very few competitions for us readers to enter.

Secondly, is there no chance of a small hardware section as we users need hardware to play the games you review.

Also, could it be made more clear as to which version of a game the screenshots are taken from?

Lastly, why do you not include some sort of addictive qualities and interest holding features, as after all these are probably the most important two aspects of a game.
Vincent St Clair, Bracknell, Berkshire.

That's what I like to see – a man who knows what he likes and isn't afraid to ask for it. In reply to some of your comments Vince: we realise that we've been neglecting competitions, and as from this month things are going to get better; as The One is a games magazine, we'll only cover hardware it it's directly related to games playing (what do other readers have to say?); it's not generally relevant to state which version a screenshot comes from – unless of course there are major differences to be taken in to account; on the subject of addictive qualities, the Value rating is meant to give an indication as to how long a machine will tickle the palette – once again it would be nice to hear other readers' views. This must be a first . . . a reply that's actually longer than the letter it relates to, phew!

KICKSTART . . . NON-STARTER

Dear The One,
I have become a proud Amiga owner over Christmas. I also received several games for Christmas, the main one being **Ferrari Formula One** (after seeing the reviews I thought I had to have it). Imagine my surprise when I started racing when numbers started flashing and the game crashed. In two days of trying it loaded only twice.

The thing that puzzled me was the modification of the car in the garage and the pits worked. Mystified, I contacted Clik Amiga specialists from where I purchased the game, my computer and three other games. I was even more surprised, even horrified to learn that because I had Kickstart 1.3 the game would crash.

When my brother ordered the game he was not told nor was there any warning in the packaging that I can find. What I would like to know is how many games are like this? If there are a lot why wasn't I told before I parted with £360, because I certainly would have thought again about buying an Amiga.
Ian Hall, Birstall, Batley, W. Yorks.

*According to Commodore's technical support department, the problem is caused by programming. Essentially what happens is that certain programmers by-pass the Amiga's operating system completely, opting instead to access the hardware directly. This means that when the hardware is upgraded, the software can't get to grips with the new system. Although Commodore is trying to put a stop to this, many programmers feel that they should have the right to use the machine in any way they want. Top programmer Andrew Braybrook believes that using the built-in Operating System for either the ST or Amiga wastes RAM space (up to 100k in the Amiga's case) and makes for slower games. Obviously some kind of compromise has to be reached. On the subject of **Ferrari Formula One,** Electronic Arts' customer services department informs us that this problem has now been solved, and anyone still in possession of an unsuitable copy of the game should get in contact as soon as possible to obtain a replacement.*

GOING DUTCH

Dear Sir,
Here in Holand many people buy **The One,** my friends (all Amiga freaks, Amiga Rules!) are also buying it every month. I like the demo pages, no other magazine has ever published such a thing before.

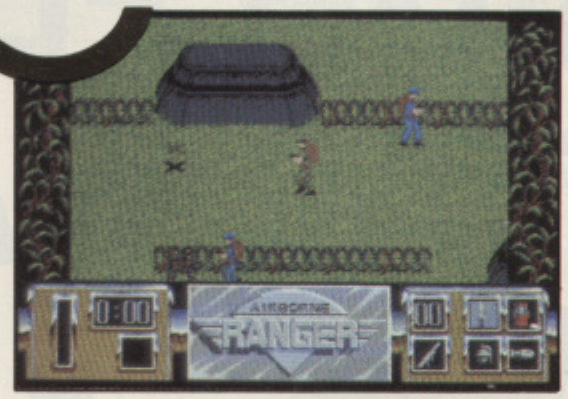
I also have a question. I'm an Amiga freak so I like all your reviews about Amiga games, but your ST ratings are mostly longer than the Amiga ratings, can't you make the Amiga ratings also a bit longer? Go on with the great news pages and I'm sure I will take a subscription to your mag very soon!
J P van Ekeren, Nijmegen, Holland.

Phew! And we thought that Europe wasn't open for business until 1992. Anyway J P, it's not true to say that the ST ratings are longer. What usually happens is that a review is written around one version of a game (either ST or Amiga), and the main critique is centred on this. Other versions are then played and comparisons made, so virtually everything you read is valid, apart from any machine specific problems. Because the ST is the most popular of the two machines in this market, more often than not we see that version first (it's usually the opposite with American software). If your particular version isn't rated, watch out for an update in a later issue.

LETTERS

REVIEW BY MICROPROSE

Airborne Ranger





Not content with the purely lifelike, militaristic simulations that MicroProse have brought out in recent times, Major Bill Stealey decided to take a step out of line and introduce some of the strategy and quick-reaction thinking that MicroProse simulations are renowned for and pump them into an 'action strategy' game. The result? Airborne Ranger, an addictive game combining the best of MicroProse strategy with fast arcade action where you control one of the troops belonging to that crack 'American combat unit who have earned the priviledge to wear the exclusive black beret.

As the best of the best, you are chosen to single-handedly accomplish twelve missions, set in three different parts of the world. Amongst the frozen wastes of the Arctic, you must beware the pitfalls of walking on thin ice. In the more temperate climate of Central Europe, you are faced with the prospect of coming up against the best frontline troops that the massed Communist hordes can produce. Alternatively, you could end up somewhere in the Persian Gulf taking out a fuel dump where, if the enemy doesn't get you, the heat and fatigue almost certainly will.

On each mission, you can choose from an impressive array of weaponry and supplies that will form the contents of three supply canisters that will be your lifeline on your mission. Grenades, magazines for your carbine, LAW missiles, knifes, time charges and first aid packs can all be selected to best suit your needs for the coming mission. For example, LAWs help you deal with bunkers and gun emplacements, whilst time charges are used to negate enemy aircraft, fuel dumps, explosives stores, etc.

Once packed, you are flown to your destination in an Osprey aircraft and, as the aircraft flies over the target, you must drop off the canisters at tactically important places. Finally, the green 'jump' light illuminates, and you hit the silk, steering yourself into a safe landing from which to begin your mission.

Once on terra firma, the action really starts to hot up as you run, walk or crawl your way towards your objective, picking up the dropped supplies as you go. Changing weapons, tending to wounds and choosing your current mode of travel involves quite a number of keys being pressed, but MicroProse provide a neat keyboard overlay and, once mastered, the process becomes second nature.

The difficulty can be altered before each mission, thus affecting your chances of survival. However, those with experience can go for a higher risk and the greater glory that ensues on return from a successful mission. Although proving popular with simulation die-hards, seasoned arcade players will also enjoy getting to grips with Airborne Ranger. The game can be played as a fast-moving, hit-and-run action game, but players will soon find that it will require some thought and pre-mission planning if one is to succeed in achieving each objective. This is where MicroProse's reputation for excellence in strategy and simulation games comes in. Often it is a matter of getting to your objective in as quiet a manner as possible, thereby ensuring that the enemy remains unaware of your presence. Only when your primary objective is achieved are they aware that anything is wrong and by then, of course, it is too late.

Once you have achieved your objective, you must make tracks for your rendezvous point where you will be picked up by a waiting helicopter. However, one word of warning – there is a strict time limit to each mission so, although stealth may be important, lack of time might occasionally mean having to run the gauntlet in order to succeed. Are you man enough to handle the pressure?

The attention to detail is astounding. For example, one of your more successful characters unfortunately falls foul of the enemy and is taken prisoner. You can create another character and send him in to the same area and attempt to rescue his buddy. Once rescued, he will be restored to active status on the roster and will be able to continue in future missions. As is the way with MicroProse products, the emphasis is on developing one character's skills, so that success brings promotion to higher ranks along with decorations and commendations.

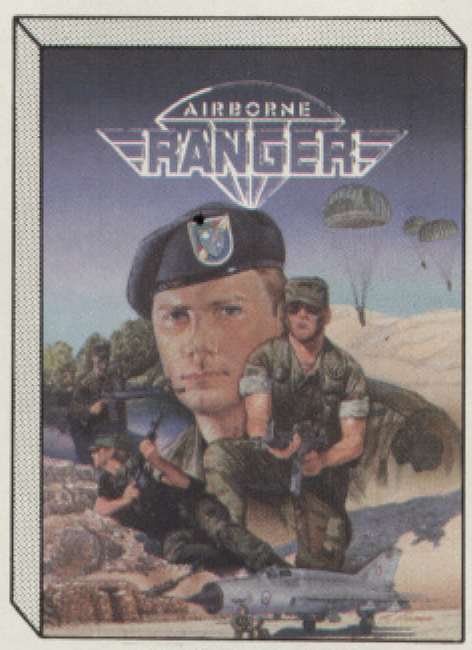
The action is real, the suspense triggers the adrenalin rush that starts your senses working overtime. Airborne Ranger is an addictive strategy game that will have you playing over and over again in an effort to complete the next mission and get back in one piece.

'Airborne Ranger is a move away from the simulation side of MicroProse releases but is still a step above the normal Rambo/ Commando style of shoot-'em-up. An effective combination which should attract those looking for a thought-provoking game'.

TGM

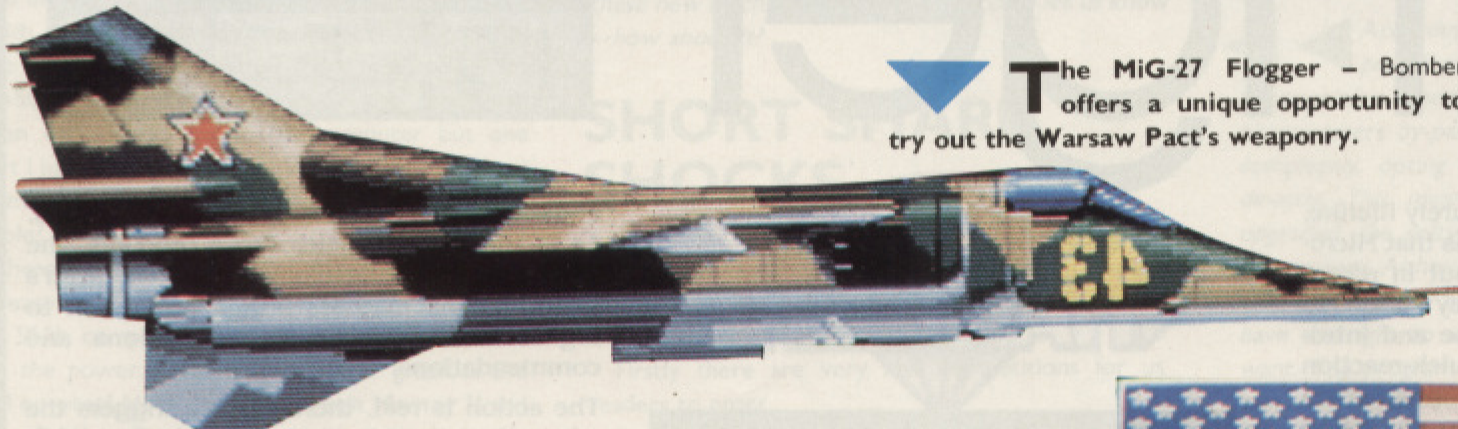
'.. an excellent game with a first-class mix of strategy and arcade action.' 'Once I'd learned that stealth with a knife gets you further than blasting everything in sight . . . trying to complete the other missions was quite compelling. A game which needs careful thought as well as great firepower is revealed'.

Crash



MICROPROSE
SIMULATION • SOFTWARE

HIGH FLYER FROM STAR WARS BOYS



The MiG-27 Flogger – Bomber offers a unique opportunity to try out the Warsaw Pact's weaponry.



The instrumentation and Head Up Display of the F-15 Strike Eagle. The F-15 is just one of 14 different aircraft that can take to the skies in *Bomber*.

THE SUN goes up over Elsworth Air Force Base, South Dakota USA, spreading a blanket of light over a sprawling parking lot of the world's most advanced combat aeroplanes – from both sides of the divide.

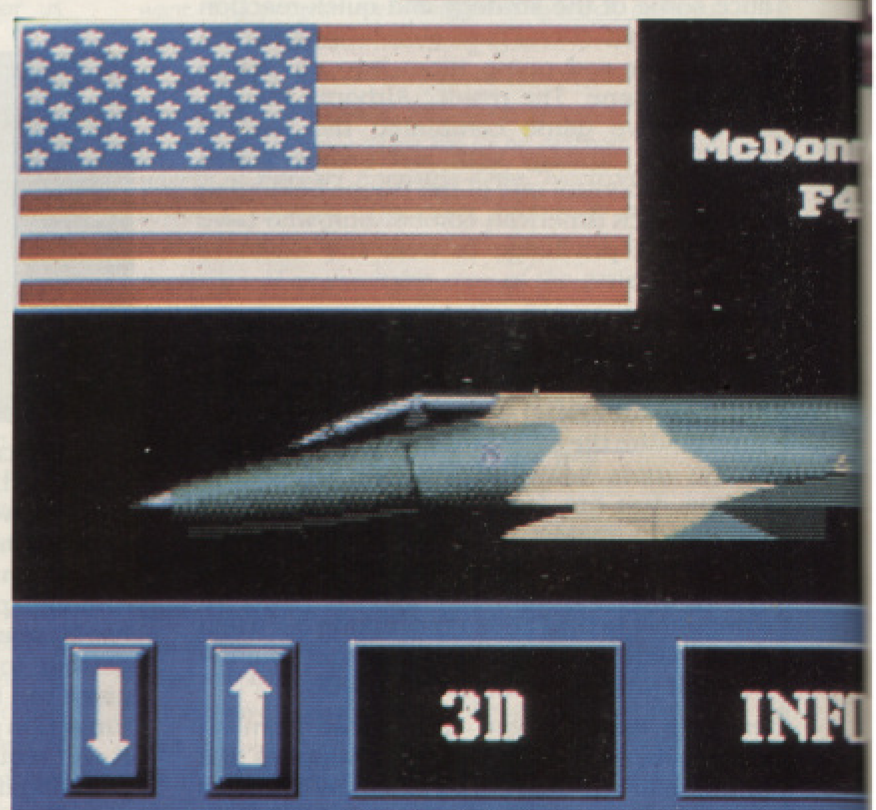
Side by side in friendly harmony stand an American McDonnell Douglas F-15E, Britain's high flying Panavia Tornado IDS (co-developed with Italy and Germany), a Saab AJ37 Viggen and, strangest of all, the Mig-27 Flogger-M – Russia's aerial workhorse.

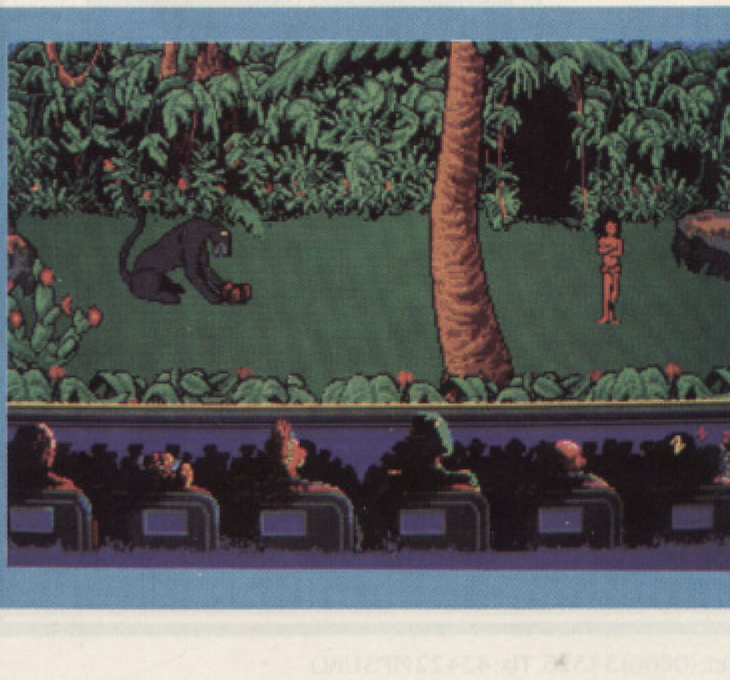
And the opposing crews? They're seated side by side in the operations room, waiting for the briefing to end before setting off together on a mission that they've been preparing for months.

An unlikely scenario? Not really, as every year top crews from both NATO and the Warsaw Pact come together to compete in the US Air Force's Strategic Air Command Bombing Competition – The Curtis E Le May Trophy.

Curtis E Le May was a controversial USAF commander between the two world wars. Always flying in the face of



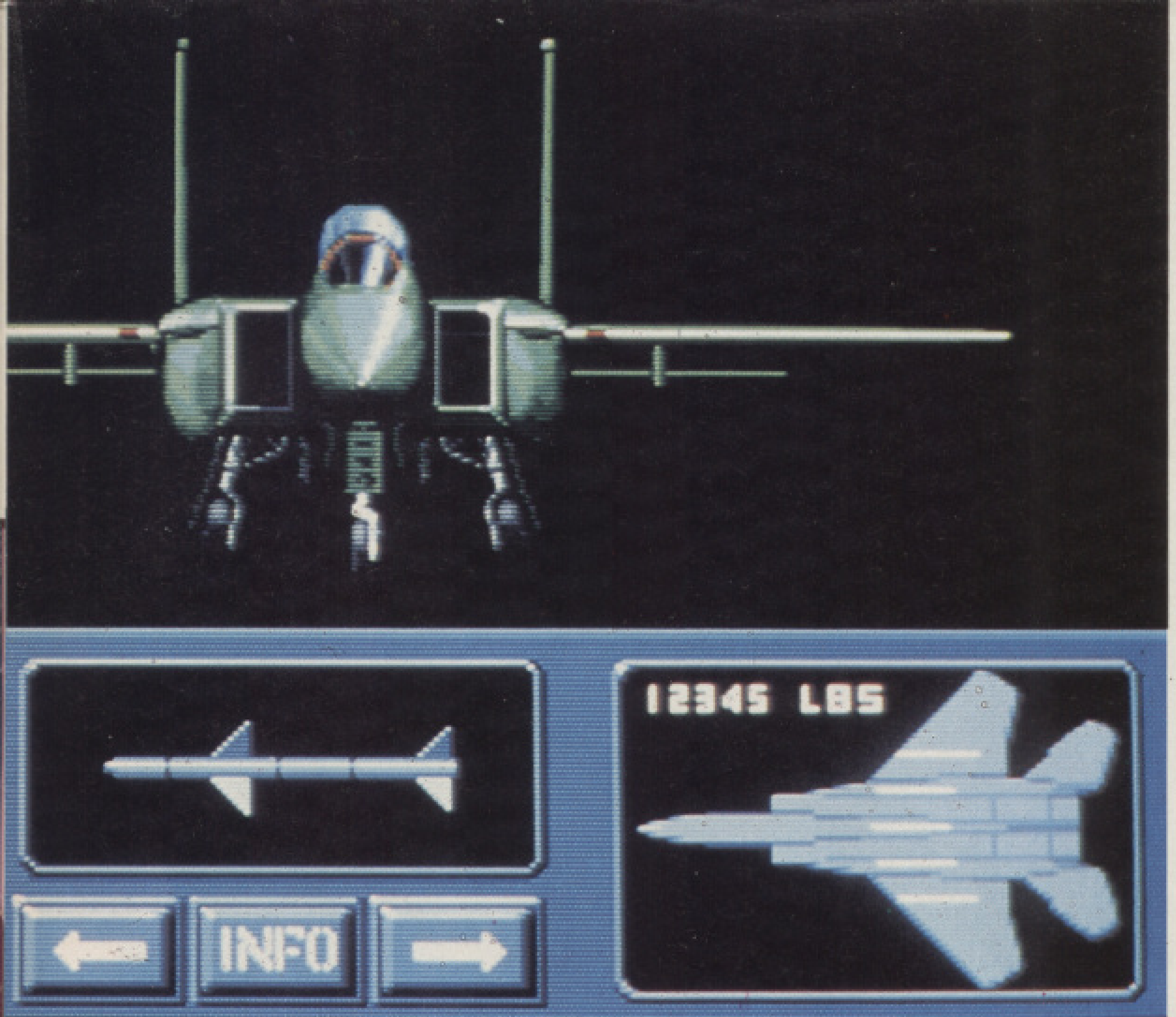




BEAR NECESSITY

MOWGLI, Baloo, Shere Khan and the rest of Rudyard Kipling's personified jungle characters are due to make their computer game debut in early Summer, courtesy of Coktel Vision's *The Jungle Book*. **The children's storybook classic will appear as a French import on ST, Amiga and PC at £24.99 each.**







A head-on view of the McDonnell Douglas F-15 Strike Eagle.

bureaucracy, Le May fell out with the US military establishment on a number of occasions, but has now been accepted by the establishment as one of America's great military aviators.

Le May was a great believer in the use of bombers in a strategic role rather than a tactical one – this effectively means bombing civilian targets rather than military, and thus destroying the enemy population's will to win. The father of this strategy was Lord Trenchard (founder of the RAF), consequently this belief is known as the Trenchardian theory.

Vector Grafix – a company best known for its development work on the Star Wars and Empire Strikes Back games for Domark – has seized upon this unsual competition to give a unique twist to its addition to the ever-growing range of 16-bit flight simulators.

Provisionally titled **Bomber,** the final title will probably be chosen form a list of four: **Test Flight: Strike Command; Test Flight: Bomber Command; Ground Zero: Strike Command** or **MRCA – Multi-Role Combat Aircraft.**

Taking advantage of the wide range of aircraft involved in the Curtis Le May Trophy, **Bomber** claims to offer more featured aircraft than in any previous release, more enemy aircraft to confront and more complex aircraft shapes than before flying through a realistic 3D environment.

This last claim doesn't seem at all outlandish when you consider both the company's name and its previous releases.

IBM-compatible and Amiga versions are currently reaching the final stages of development, with the ST lagging slightly behind. Bomber is due for imminent release through Activision's sales and distribution channels.

WEC WRECK

BAD news for everybody awaiting Ocean's conversion of Konami's WEC Le Mans. **Work has ground to a halt and the release has been suspended indefinitely. Let's hope the same thing doesn't happen with** Chase HQ . . .



TOP TEN

(Month Ending March '89)

COMMODORE AMIGA

1	(1)	TV SPORTS FOOTBALL (Cinemaware/Mirrorsoft)
2		FALCON (Spectrum Holobyte/Mirrorsoft)
2	(2)	SWORD OF SODAN (Discovery)
4	(NE)	GALDREGON'S DOMAIN (Pandora)
5	(NE)	DRAGON'S LAIR (Readysoft/Entertainment International)
	(NE)	SUPER HANG-ON (Electric Dreams)
7	(4)	SPEEDBALL (Image Works)
8	(7)	ELITE (Firebird)
9	(NE)	DUNGEON MASTER (FTL/Mirrorsoft)
10	(NE)	HYBRIS (Discovery)

Compiled exclusively for The One by SOFTWARE CIRCUS LTD, The Plaza On Oxford Street, 120 Oxford Street, LONDON W1N 9DF. Tel: 01 436 2811.



Dirk continues to buckle his swash at Number 5.

NEWS

A PC ST

TELECOMSOFT TROUBLES

FOLLOWING months of rumour and speculaton it has now been confirmed that Telecomsoft is up for sale. The British Telecom subsidiary – publisher of Rainbird, Firebird and Silverbird games – is said to have grown to the position where it no longer fits in to the overall Telecom structure. Following the failure of a buy-out attempt by senior management, the company is now up for grabs on the open market where it is hoped that it can still be sold as a going concern.

This confusion now throws into doubt the fate of future Rainbird and Firebird releases, including **Weird Dreams** (which has been delayed due to its inclusion in TV's Motormouth) and Graftgold's conversion of **Rainbow Islands.** The last product to be announced before the news broke was **3D Pool,** programmed by Nick Pelling (previously known as The Man on the BBC scene).

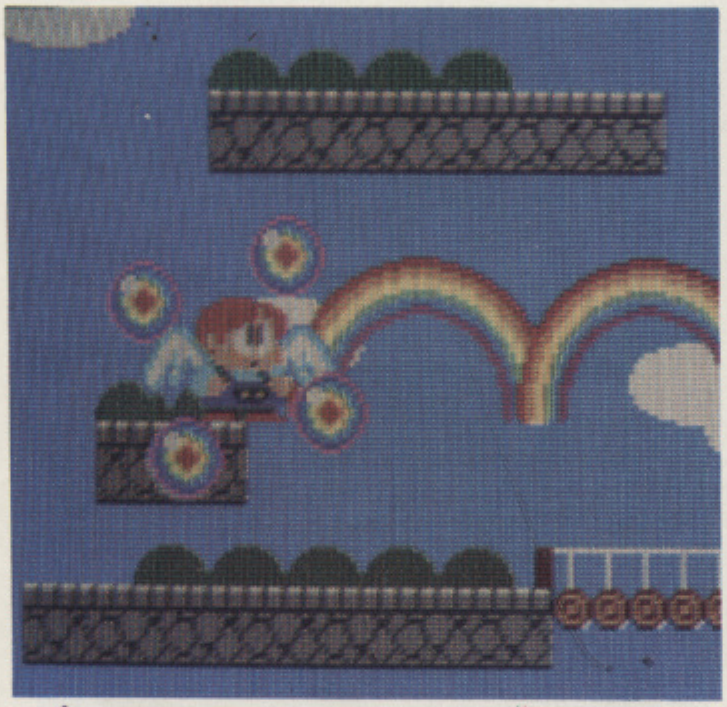
But pool simulations went out the Osmonds, right? Wrong. This one promises to be the definitive three-dimensional pool simulation. Take a conventional pool game, put in the facility to rotate the table and zoom in and out, and finally add a neat trick shot problem-solving feature and you've got **3D Pool.**

Seen here is the Archimedes version – and it really does have to be seen to be appreciated. It moves with all the smoothness and speed of . . . of the real thing. The ST and Amiga incarnations should look identical, but will only move at roughly a quarter of the speed of the Archimedes version. This may sound considerably slower – but when it moves as fast as this . . .

Programming is just reaching completion, but for obvious reasons you'll have to wait until next month for news of price and final release dates.



Archi-mendous pool-room antics in Nick Pelling's three-dimensional extravaganza.

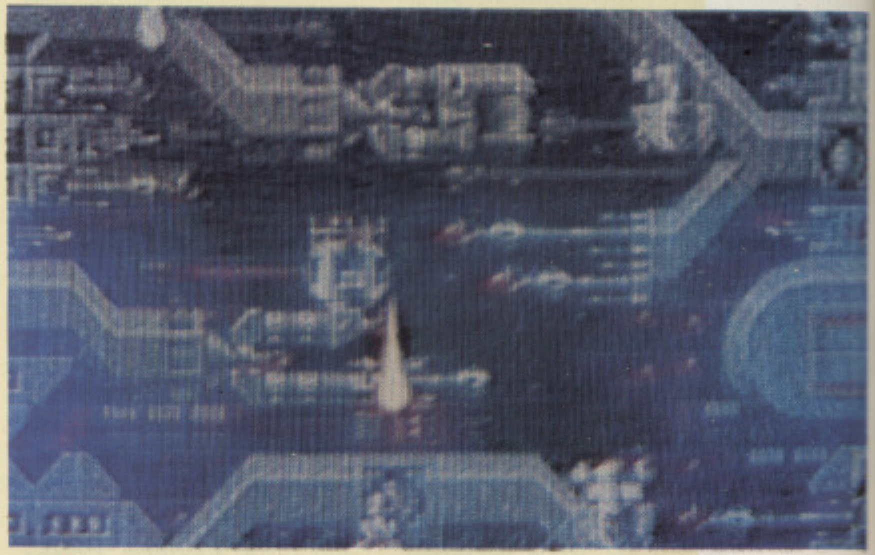


Andrew Braybrook's first coin-op conversion is almost complete, but what's at the end of the rainbow for Telecomsoft?

BROS – THE HOT NEWS

THOSE of you who caught a glimpse of a demo of the Bitmap Brothers' next release shown on Channel 4's Signals programme in mid-January, will be pleased to hear that the top secret project has been confirmed as Xenon II.

Due for release on the Image Works label (and subtitled Megablast), Xenon II **promises to be a healthy advance over its predecessor, with multi-level parallax scrolling and more than too much destruction to tickle the palettes of shoot 'em up aficionados. More news next month.**



A first taste of TV megastardom for The Bros, as Xenon II **bursts onto prime time Channel 4.**

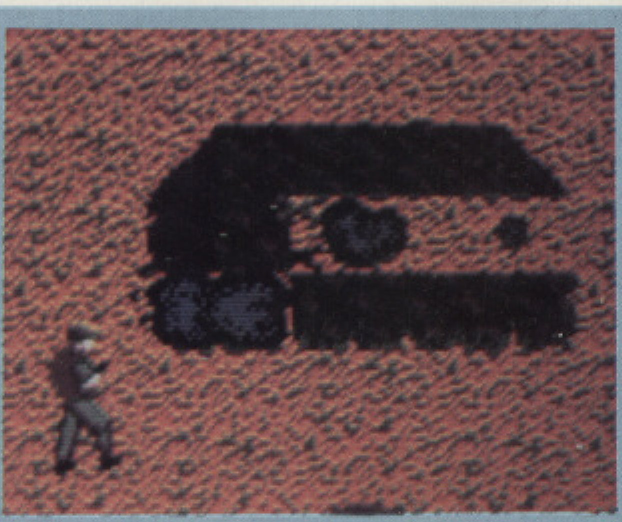
DRAGONSCAPE

SOFTWARE Horizons' latest sees you riding on the back of a fire-breathing reptile through five multi-directional scrolling levels of a war-torn fantasy world. There are keys to collect, buildings to burn, and 20 different kinds of enemy to fight. But not until next month . . .



A LEAN, MEAN FIGHTING MACHINE

Microprose's Airborne Ranger promises an action-packed blend of strategy and action – with parachuting, survival and guerilla warfare the order of the day in this one-man mission. ST and Amiga versions should appear in April. A PC release date is yet to be set.

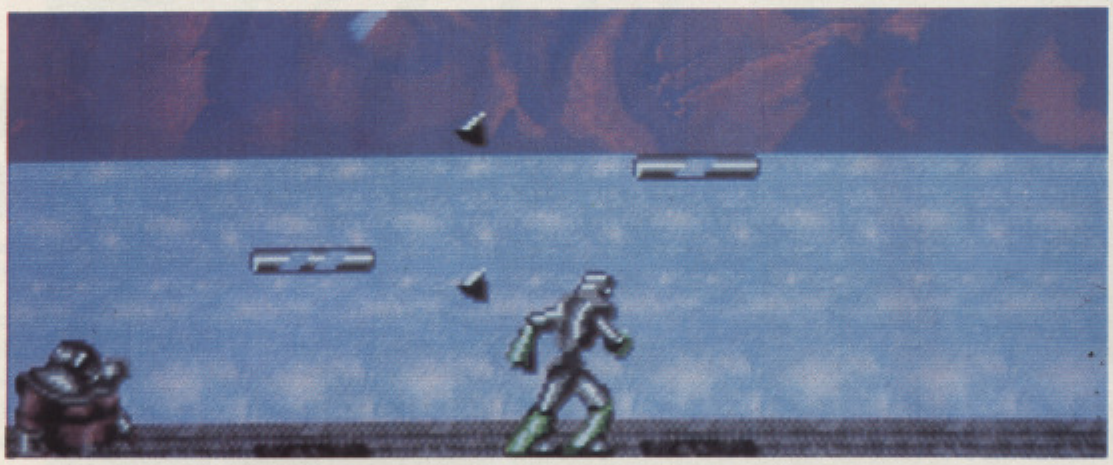



FULL WARNING STATUS: CONDITION RED
BLASTEROIDS
AMIGA SCREEN SHOTS
THRUSTER • LAUNCH!
WARRIOR • LAUNCH!
SPEEDER • LAUNCH!
STRAIGHT FROM THE ARCADES COMES *BLASTEROIDS*, TENGEN'S CLASSIC MIX OF ONE OR TWO PLAYER ACTION. WITH FULL POWER-UPS, RIP-STARS, SHIELDS, DOUBLE-UP AND MORE, THIS IS *THE* COIN-OP CONVERSION OF 1989.
AND BEWARE – MUKOR AWAITS!
COMING SOON FOR COMMODORE AMIGA £24.99; ATARI ST £19.99; C64 SPECTRUM, CPC AND MSX DISK £14.99, CASSETTE £9.99.
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LEAF-BLA

NEWS

A PC ST

KLIPT takes the Bio Challenge in the first tie-up between Palace and Delphine.



PALAISTASTIQUE

TAKING its mind off battling Barbarians temporarily, Palace Software has cast its attention across the channel, signing a distribution deal with newly-formed Delphine Games.

Delphine is one of France's leading independent record labels, owned and run by Paul de Senneville – a millionaire celebrity known to the French press as Goldfinger (presumably because of his Midas-like monetary abilities).

As the story goes, M. de Senneville was keen to sign a programming team who at the time were still in university. Grabbing the bull by the horns, Goldfinger pulled up at the university gates in his Rolls Royce, wound down the window and did a deal on the spot, taking his new-found charges with him. And presumably they all lived happily every after.

Whatever the outcome, the team's first product is **Bio Challenge** – an unusual scrolling puzzle game where the player takes control of a KLIPT cyborg in yet another attempt to save the human race.

Bio Challenge is due for release next month on all three formats, followed by a further three products over the following year.



The Delphine programming team poses with some of Goldfinger's previous successes.



Prepare to come to blows with the first of many opponents.

STREET FIGHTING MAN

CAPCOM'S **Street Fighter** is to return to his international urban battleground, with a new range of enemies to subdue and a raunchy new nickname . . . the **Human Killing Machine.**

Once again, the pavement pugilism takes place against an exotic range of worldwide tourist traps – but this time his opponents aren't necessarily human . . .

It may be a case of 'two legs good, four legs better', as our hero comes up against such cuddly furry pets as Shepski, a ravenous Soviet canine, and an unnamed (but equally vicious) Bull from Barcelona. **HKM** costs £19.99 and is out now on both the ST and Amiga.

ONE PO-TAITO, TWO PO-TAITO

FOLLOWING last month's news that Ocean had 'probably' attained the licence to Taito's Chase HQ, **it's been revealed that not only has the Manchester moneybag definitely snapped it up, it's also netted another Taito biggy –** Operation Thunderbolt **(see Arcades). The bad news is that both titles won't be released until this Christmas!**

Meanwhile, back at the ranch, all three games in the Renegade **beat 'em up trilogy are being converted to 16-bit.** Renegade, **which is being converted by Software Creations (the** Bubble Bobble **people), while programming teams for the sequels,** Target: Renegade **and** Renegade: The Final Chapter **have not yet been assigned.**

Killing, maiming and blasting for two players (all in the best possible taste) – in Taito's Operation Thunderbolt.



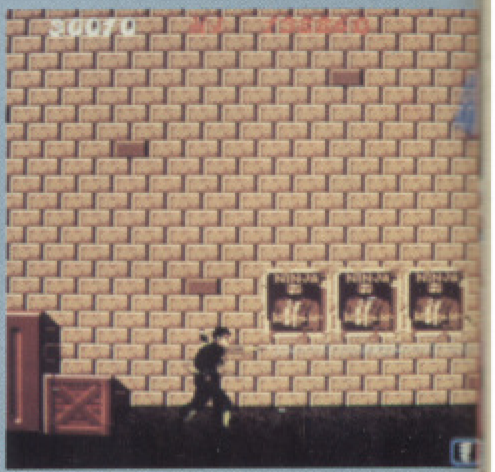
DAMP SQUIB

ORIGINALLY intended for release at the end of last year before its PC counterpart, the ST version of Cinemaware's Rocket Ranger **now won't hit the streets until May. A little more immediate though is the long-overdue ST implementation of the gangster epic,** The King Of Chicago, **which should be with us in April.**



VIRGIN NINJA

THE 16-bit conversions of Sega's Shinobi **were due to appear from French software house Fil, but its disapperance left Virgin/Mastertronic to do the deed. The horizontally scrolling beat 'em up should now be released on ST and Amiga sometime in the summer.**





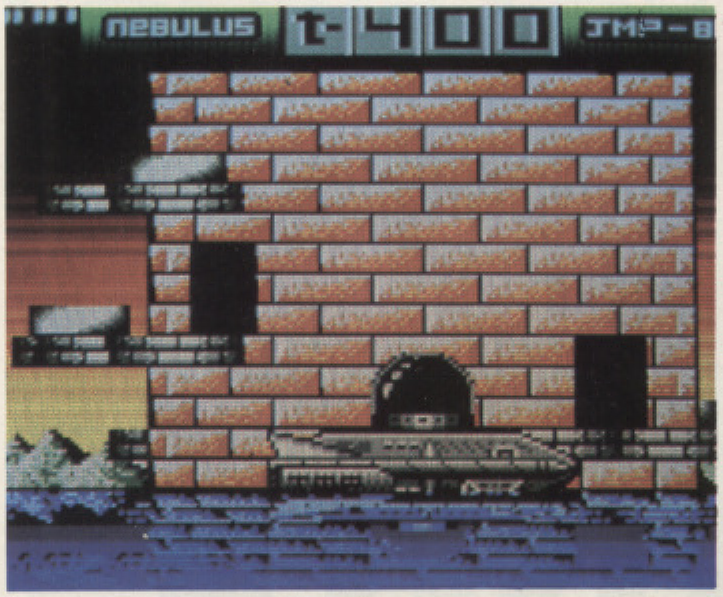
GOLDRUNNER
JUPITER PROBE
ATARI ST
ATARI
ST
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SLAYGON
The Karate Kid Part II
The Computer Game
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AMAZING
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NEWS

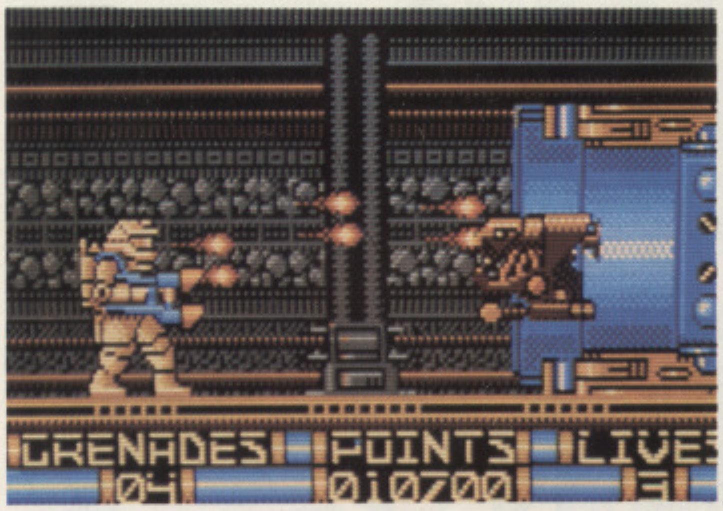
A PC ST

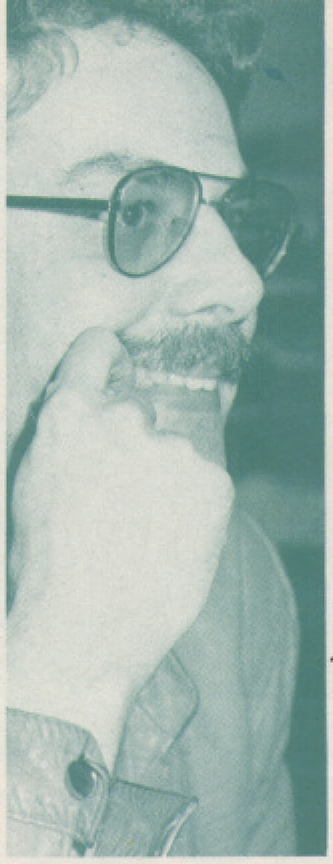
HEWSON BUNDLE

HEWSON has released its first 16-bit compilation – **The Premiere Collection,** comprising four of the company's most successful releases. John Phillip's tower-toppling classic **Nebulus** (awarded 88% in Issue Two) tops the bill, with a supporting cast of three space shoot 'em ups: **Zynaps, Netherworld** and **Exolon,** all of which scored around the 70% mark in Issue One. The Amiga version of **Exolon** was never released as a full-price game and is only available on the compilation. **Custodian** authors Chris Linsley and Nigel Brownjohn's shoot 'em up **Onslaught** and John Phillip's new project, **Scavenger,** are both in the pipeline and set for release around October-time.



Nebulus – John Phillips' masterpiece tops Hewson's compilation.





Rob Hubbard composing on the PC? It's like Picasso doing a paper round . . .

WE WUZ ROBBED

A LEGEND amongst demo writers worldwide, Rob Hubbard was undoubtedly one of the most innovative programmers around. For three years he pleased the ears of gamesplayers everywhere, pushing the standard of computer music higher and higher. But then . . . disaster. He upped sticks to join Electronic Arts in the States – and since then nothing's been heard of the great man.

In response to overwhelming popular demand, **The One** can now reveal what he's been up to . . . the digital Debussy has been writing music for, would you believe it, the PC!

But what about the ST and Amiga? Electronic Arts UK is keen to get Rob to write something for the 16-bit machines, but this has yet to be confirmed. Stay tuned for more details . . .

SNOT BAD

NEWLY-formed software house Enigma Variations is making its debut with a game based around none other than Gilbert the alien, star of **Get Fresh,** the show that brought TV fame to **Starglider** and **Xenon.** Entitled **Gilbert – Escape From Drill,** the game is set on Gilbert's home planet, with the unfortunate alien trapped after fellow Drillians, jealous of his TV stardom, sabotaged his spaceship The Millenium Dustbin. Unable to make it back to Tyne Tees TV Centre to sign a new contract, Gilbert has to piece together the ship and make it back to Earth. Five bad-taste variations on the shoot 'em up theme are the order of the day, with titles like Snotfight At The OK Corral (guess what you shoot the aliens with!), Brain Drain and perhaps the most ridiculous of the lot – Sprout Wars, where Gilbert has to save sprouts from a deadly virus armed only with a Welsh leek! Further details are a bit vague, and all else that's known is that it's out soon on ST and Amiga only.

Here he is in all his jolly green glory, the creature a million kids wake up to every Saturday morning . . . Gilbert! Now he's set for stardom on the monitor screen too, thanks to Enigma Variations.

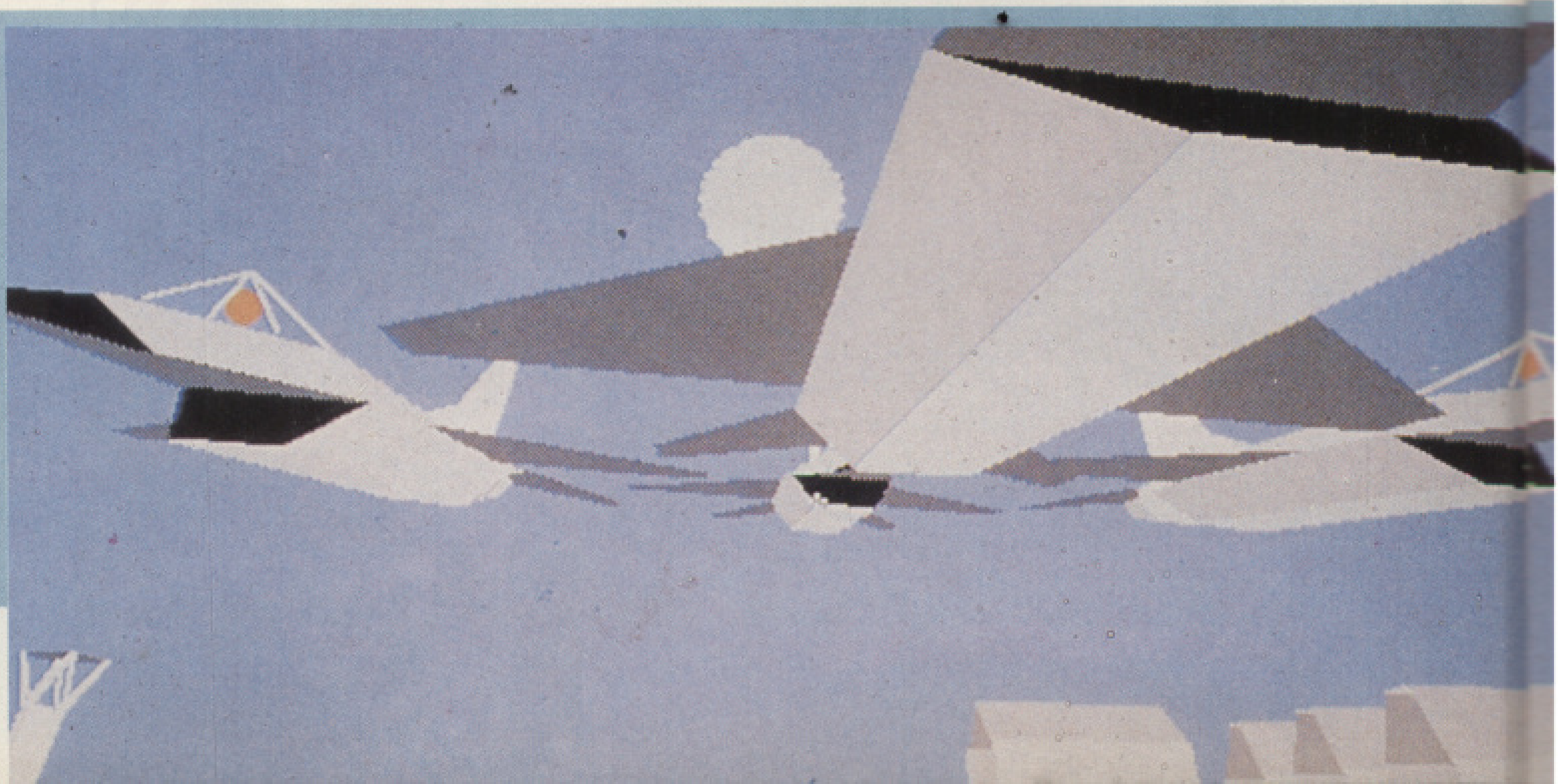


FOFT ON THE CRITICAL LIST

INTERACTIVE movie innovator Cinemaware has started buying in ready-made games from other software houses for distribution in the states under a new sub-label titled Critic's Choice. As testimony to the quality of software this side of the water, the first two games to appear on the new label will both be British. Addictive's **The Kristal** and Gremlin's **Federation Of Free Traders** will be appearing stateside soon.

CHUCK AGAIN

VETERAN test pilot Chuck Yeager has recorded a special audio tape to complement Electronic Arts' IBM-compatible flight simulator upgrade, Chuck Yeager's Advanced Flight Trainer 2.0. This enhanced version will feature more aircraft than the original, all-new terrain and an improved six day flight school. Owners of the original can obtain this upgrade for £15.00, £29.95 for the rest of us.





Suave, sophisticated, shaken but not stirred – Dapper Dalton set to make his 16-bit debut for Domark this summer.

LICENSED TO LICENCE

007

NOT content with snapping up practically every Atari coin-op in the arcades, Domark has added another film licence to its ever-growing list. **Licence To Kill** is Domark's fourth Bond licence (following **A View To A Kill, The Living Daylights** and **Live And Let Die**) but only the second to appear on 16-bit. The film will be premiered sometime around June this year once again starring Timothy Dalton as the man with the Walther PPK and charisma to match, and Domark hopes to have the game for release to coincide.



SOUNDS SUITABLE

HOW'S this for imaginative use of sound . . . in an attempt to make the world of the home computer feel more 'real', American University student William Gaver has written a program which makes his Apple Macintosh produce sounds to reflect the task it performs.

For example, when he copies a file, the Mac emits a sound like water pouring into a glass with the pitch of the pouring rising as the task nears completion. The sound of a heavy object dropping into a bin accompanies the marking of a file for deletion.

"We get lots of informaiton about the world from sound," says Gaver in February's **Omni** magazine. "I wanted to impart that information to a computer inter-face."

So come on all you word processor people. How about a pleasant humming to accompany some casual typing? Something heavy for malicious comment? Or some soothing strains for pleasant words. A siren for files which can't be deleted? A . . .

Any other suggestions? Better still, can anyone oblige with a similar system?

BLOCKBUSTER

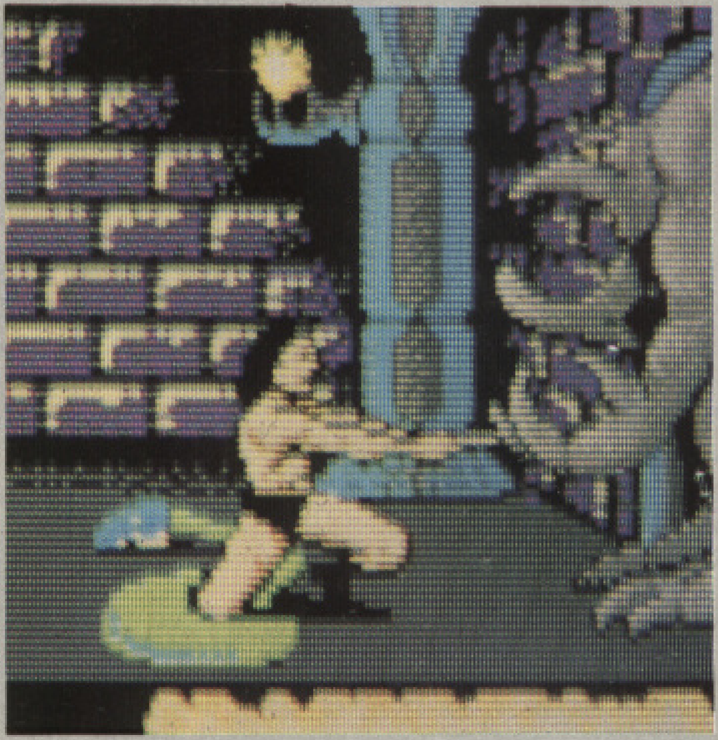
THE latest in a long line of contemporary Break-Out variants comes from French software house Titus. Titan features 80 levels of eight-way scrolling brick-busting action. Titan is out now on PC, Amiga and ST – at £24.99 for the former two and £19.99 for the latter.



TOP TEN

(Month Ending March '89)

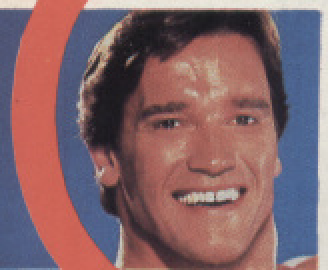
ATARI ST



1	1	FALCON (Spectrum HoloByte/Mirrorsoft)
2	NE	GALDREGON'S DOMAIN (Pandora)
3	RE	R-TYPE (Electric Dreams)
4	RE	EMPIRE (Interstel/Electronic Arts)
4	NE	LEISURE SUIT LARRY GOES LOOKING FOR LOVE (Sierra/Activision)
4	NE	BARBARIAN II (Palace)
7	RE	KING'S QUEST TRIPLE PACK (Sierra/Activision)
8	NE	HELTER SKELTER (Audiogenic)
9	NE	BATMAN (Ocean)
10	5	LEISURE SUIT LARRY IN THE LAND OF THE LOUNGE LIZARDS (Sierra/Activision)

Compiled exclusively for The One by SOFTWARE CIRCUS LTD, The Plaza On Oxford Street, 120 Oxford Street, LONDON W1N 9DF. Tel: 01 436 2811.

COMPETITION



WIN AN ARNIE ARCHIVE

Courtesy of Grandslam

The Running Man has just hit the streets for ST and Amiga owners, and PC punters will only have to wait another couple of weeks before they too can take part in Arnie's jogging japes.

In order to celebrate this blockbusting occasion, Grandslam Entertainments is giving away a veritable flood of Arnie videos – including both of the Conan movies, Commando, Terminator and, of course, The Running Man itself. And as if this wasn't enough, you also get a dazzling white Running Man T-shirt to wear while you're feasting your eyes.

But what if you're the sort who never wins competitions? Believe it or not, there's still no need to worry, as the first 20 runners up will also be able to cover their relatively scrawny torsos in an official Running Man T-shirt... (crikey!).

And what mind-boggling feat do you have to accomplish to win this Arnie-mendous prize? Couldn't be easier... using your skill and judgement, just answer these pec-tastic questions and the beefy video collection could be yours.



1. Grandslam has the licence to a cult TV series – name it.
   a. Sergeant Bilko
   b. Police Squad
   c. Thunderbirds
2. What is the name of Arnie's character in The Running Man?
   a. Ben Richards
   b. John Matrix
   c. Brian Nesbitt
3. Which famous American family has Arnie married into?
   a. The Kennedys
   b. The Partridge Family
   c. The Flintstones

In the unlikely event that more than one of you will get all of these questions correct, the following tie-breaker will be used to select the lucky winner. Complete the following sentence in 10 words or less.

I like Arnold Schwarzenegger because...

Answers should be on a postcard and addressed to: Super Schwarzcompo, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, to reach us before Friday April 31st. (And don't forget your name, address and age).



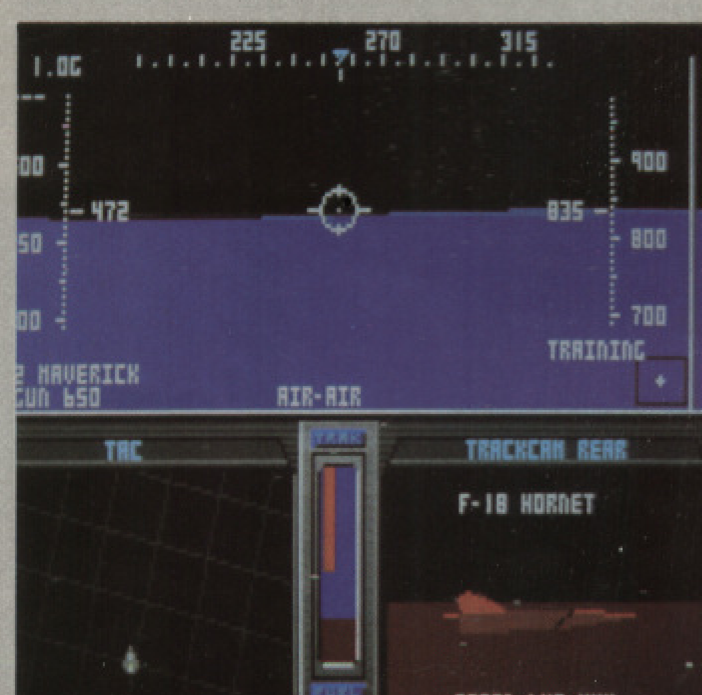
TOP TEN

(Month Ending March '89)

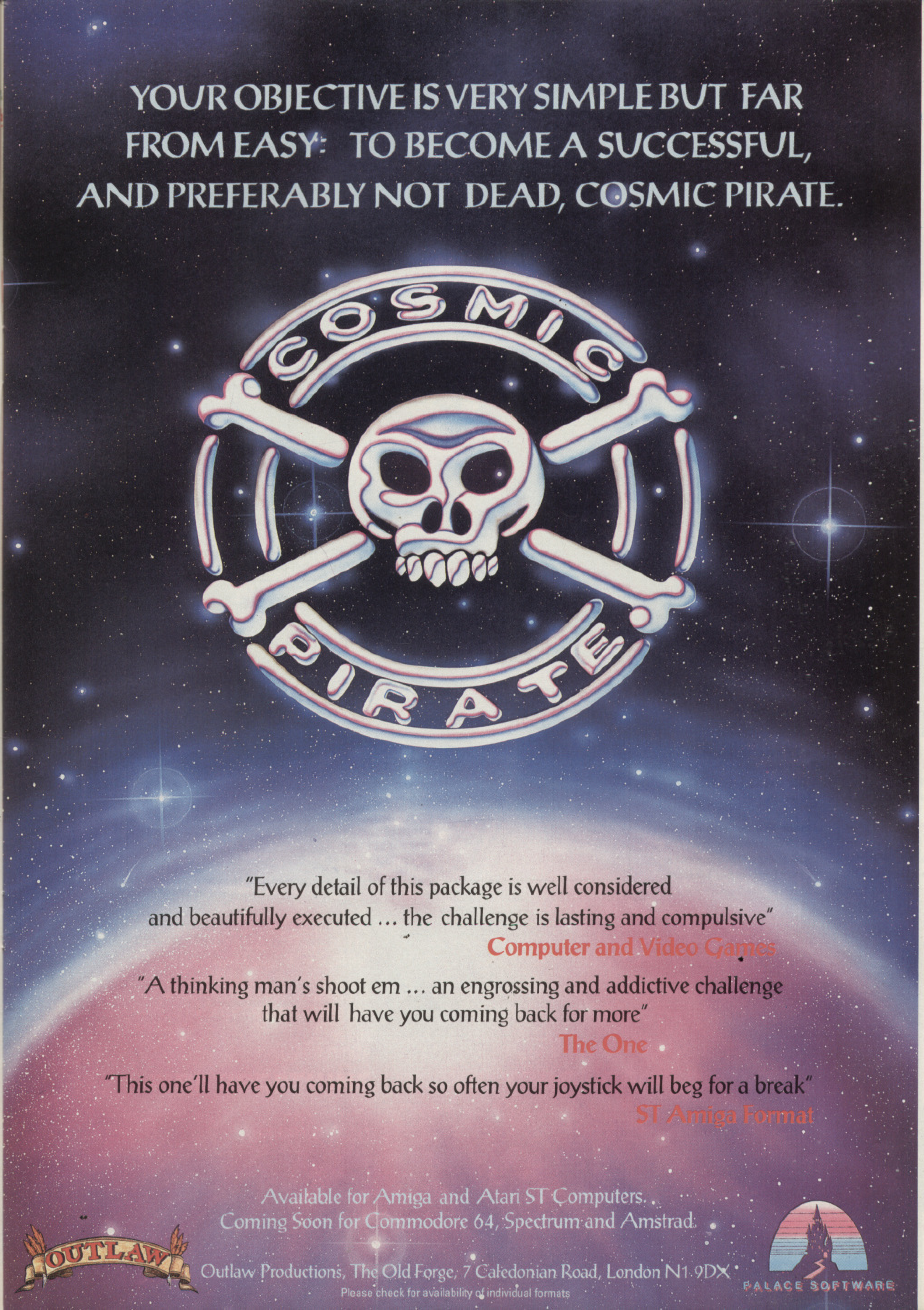
IBM PC AND COMPATIBLES

This month	Last month	Title
1	2	LEISURE SUIT LARRY GOES LOOKING FOR LOVE (Sierra/Activision)
2	2	F19 STEALTH FIGHTER (Microprose)
2	2	KINGS QUEST TRIPLE PACK (Sierra)
2	10	POOLS OF RADIANCE (SSI/US Gold)
5	8	LEISURE SUIT LARRY IN THE LAND OF THE LOUNGE LIZARDS (Sierra/Activision)
6	NE	KINGS QUEST IV (Sierra/Activision)
7	NE	POLICE QUEST II (Sierra/Activision)
8	RE	GUNSHIP (Microprose)
9	1	FLIGHT SIMULATOR III (SubLogic)
10	RE	POLICE QUEST (Sierra/Activision)

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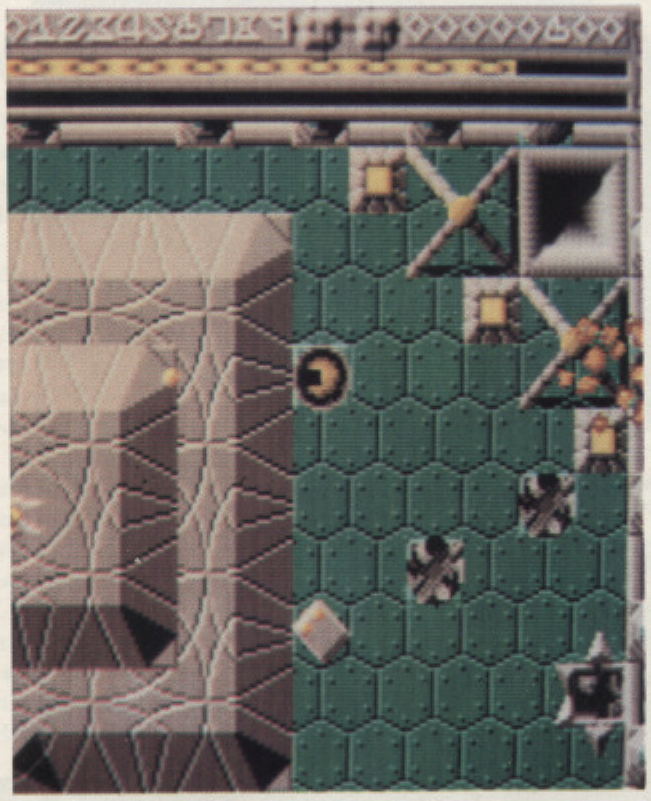
Microprose F-19 remains undetected at Number 2.



YOUR OBJECTIVE IS VERY SIMPLE BUT FAR FROM EASY: TO BECOME A SUCCESSFUL, AND PREFERABLY NOT DEAD, COSMIC PIRATE.
COSMIC PIRATE
"Every detail of this package is well considered and beautifully executed ... the challenge is lasting and compulsive"
Computer and Video Games
"A thinking man's shoot em ... an engrossing and addictive challenge that will have you coming back for more"
The One
"This one'll have you coming back so often your joystick will beg for a break"
ST Amiga Format
Available for Amiga and Atari ST Computers.
Coming Soon for Commodore 64, Spectrum and Amstrad.
OUTLAW
Outlaw Productions, The Old Forge, 7 Caledonian Road, London N1 9DX
Please check for availability of individual formats
PALACE SOFTWARE

UPDATE

A ST PC



Bullfrog's ST incarnation of its 16-bit debut Fusion lacks the multi-directional scrolling, but the improved playability is an unexpected extra.

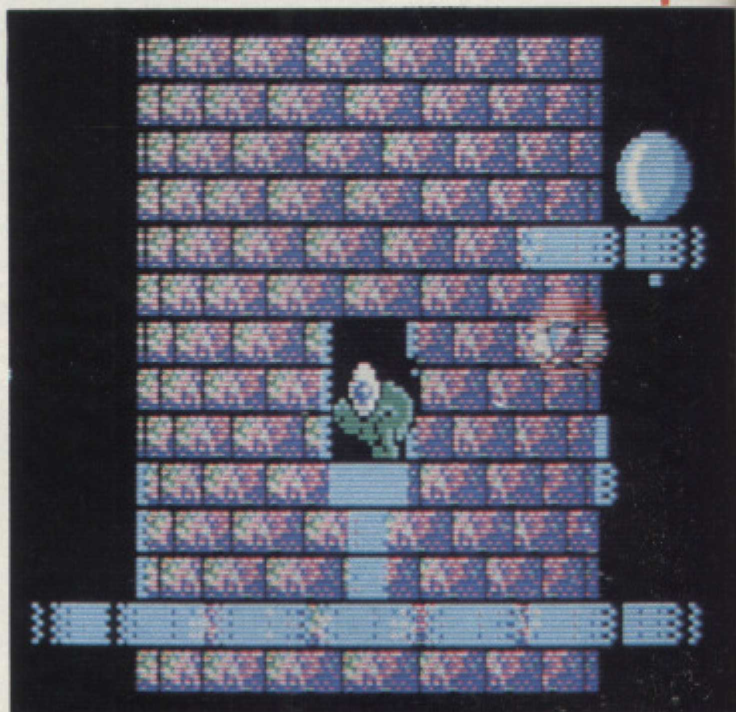
Fusion: a shoot 'em up with a little more 'up'. The action is fast, the adversaries furious, and the puzzle element a feature which sets it apart from other blasters.

FUSION
Electronic Arts
Reviewed Issue Two, pg 60

ST The most notable difference between this and the Amiga version is that this version only scrolls vertically. The reason for this programming team Bullfrog Productions claims, is the ST's habit of slowing down considerably when dealing with multi-directional scrolling. However, the gameplay has been revamped and adapted to suit the new format. It's a lot easier fo find your way around the Fusion world than it was on the Amiga, and subsequently it's more fun to play. Before converting, Bullfrog made careful note of the Amiga version's weak points, got rid of them and at the same time added a few new ideas, puzzles and enemies – including a nasty that bears more than a passing resemblance to an Amiga mouse! Surprisingly the graphics are of a very high standard. They're fast, very colourful and it's difficult to spot there the use of colour has had to be compromised. A sampled interpretation of the Amiga's stereo theme tune is included but only plays while loading. During the game, adequate spot effects complement the addictive blasting action.

PRICE	£24.95
RELEASE DATE	Out Now
GRAPHICS	84%
SOUND	78%
PLAYABILITY	80%
VALUE	70%
OVERALL	**81%**



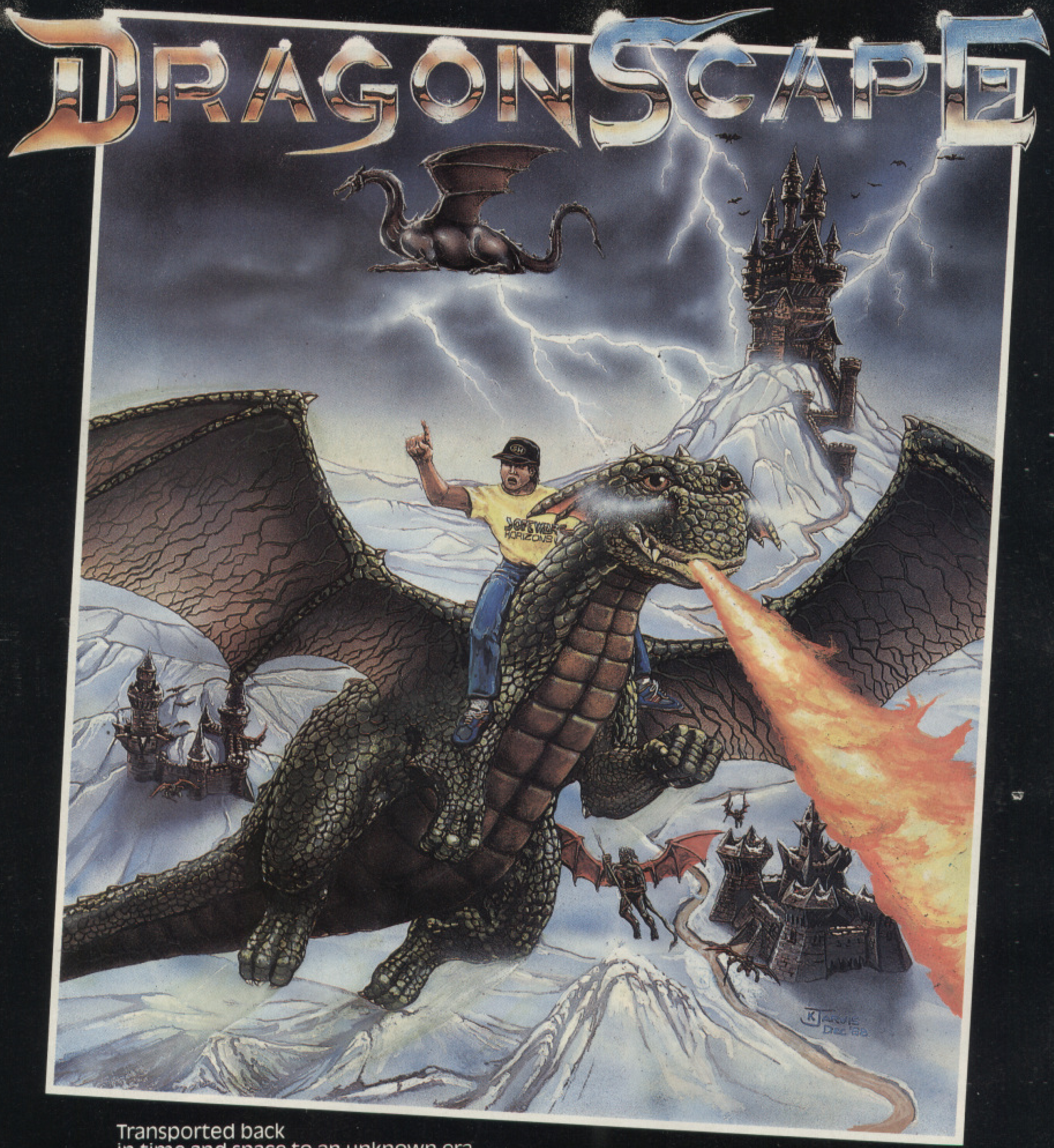


Recently re-released in compilation form on ST and Amiga, Hewson's Nebulus has only just made it to the PC in full-price form.

NEBULUS
Hewson
Reviewed Issue Two, pg 38

PC It has to be said that this conversion doesn't do justice to the excellent concept. The main problem is the speed which even on the fastest PC leaves a lot to be desired. The rotation effect on the tower, one of the game's major strong points, suffers and simply doesn't flow smoothly enough to be convincing. There's no multicolour backdrop either, just a black void. The keyboard layout isn't the easiest to get to grips with and worse still, it's not redefinable (strange for a Hewson game). Sound is limited to the standard collection of clicks and bleeps, but on the plus side much of the gameplay and feel has been retained – even though it does suffer a little from the poor graphics (especialy in CGA mode). The intermission shoot 'em up sub-game is present, as is the second set of eight towers, so at least it plays more like its ST and Amiga counterparts. Worth a look.

PRICE	£19.99
RELEASE DATE	April
GRAPHICS	62%
SOUND	39%
PLAYABILITY	75%
VALUE	64%
OVERALL	**70%**



Transported back
in time and space to an unknown era . . .
You must stop the evil curse that has descended on the once beautiful lands of Tuvania.
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* Please check availability of versions

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RELIVE THE BATTLES TH

Naval warfare changed dramatically in the first few months of the World War II Pacific theatre. Almost overnight, the balance of power shifted from the huge guns of the battleships to the torpedoes and dive bombs of the carrier-based aircraft. Now, entire battles were fought without the great fleets coming into visual range.

It became clear that control of the seas – and the outcome of the war – would belong to the navy with the most effective carrier force. And at the beginning of 1942, the advantage was clearly with Japan.

With the devastating success of the Pearl Harbour strike, Japan's fleet was larger and stronger. Japanese aircraft were swifter and more manoeuverable. Their pilots were more seasoned. Even their torpedoes were more reliable.

But before 1942 was over, the tide in the pacific war had turned. Four pivotal battles – Coral Sea, Midway, the Santa Cruz Islands, and the Eastern Solomons – spelled the end of the Japanese advance and the beginning of a long retreat.

Battlehawks 1942 provides a fascinating, challenging, and very exciting pilot's eye perspective of these historic confrontations.



"In early 1942, American planes were no match for my Zero. I was a hawk in a flock of geese – soaring, looping, pouncing, destroying. I was truly saddened for the brave men in those sluggish planes. All too soon, the planes got better ...."



"My first burst of tracers skimmed the Val's tail. Just as I corrected my aim, he dove. I followed, and my Wildcat's cannons took his plane apart by bits and pieces. Suddenly, he pulled up and bailed through his shattered canopy. Moments later, the Val exploded ..."

LUCASFILM™ GAMES

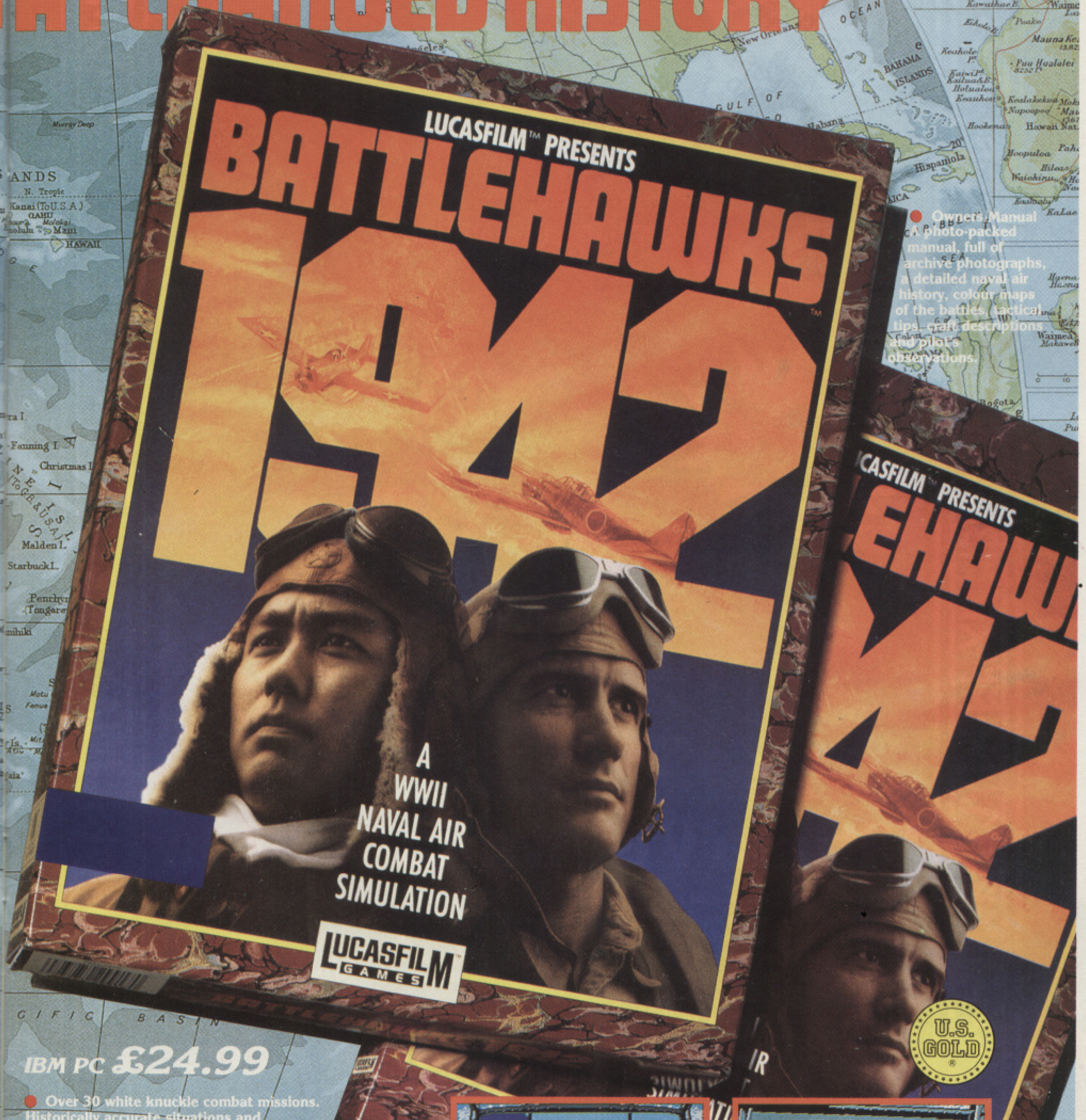




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  Rise through the ranks to achieve the congressional Medal of Honour or the Order of the Rising Sun.

NTA CRUZ, SOLOMONS..
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A photo-packed manual, full of archive photographs, a detailed naval air history, colour maps of the battles, tactical tips, craft descriptions and pilot's observations.

IBM PC £24.99

● Over 30 white knuckle combat missions. Historically accurate situations and strategies. Torpedo, dive bomb, escort and intercept missions plus a dozen training missions to practice flight and combat skills.

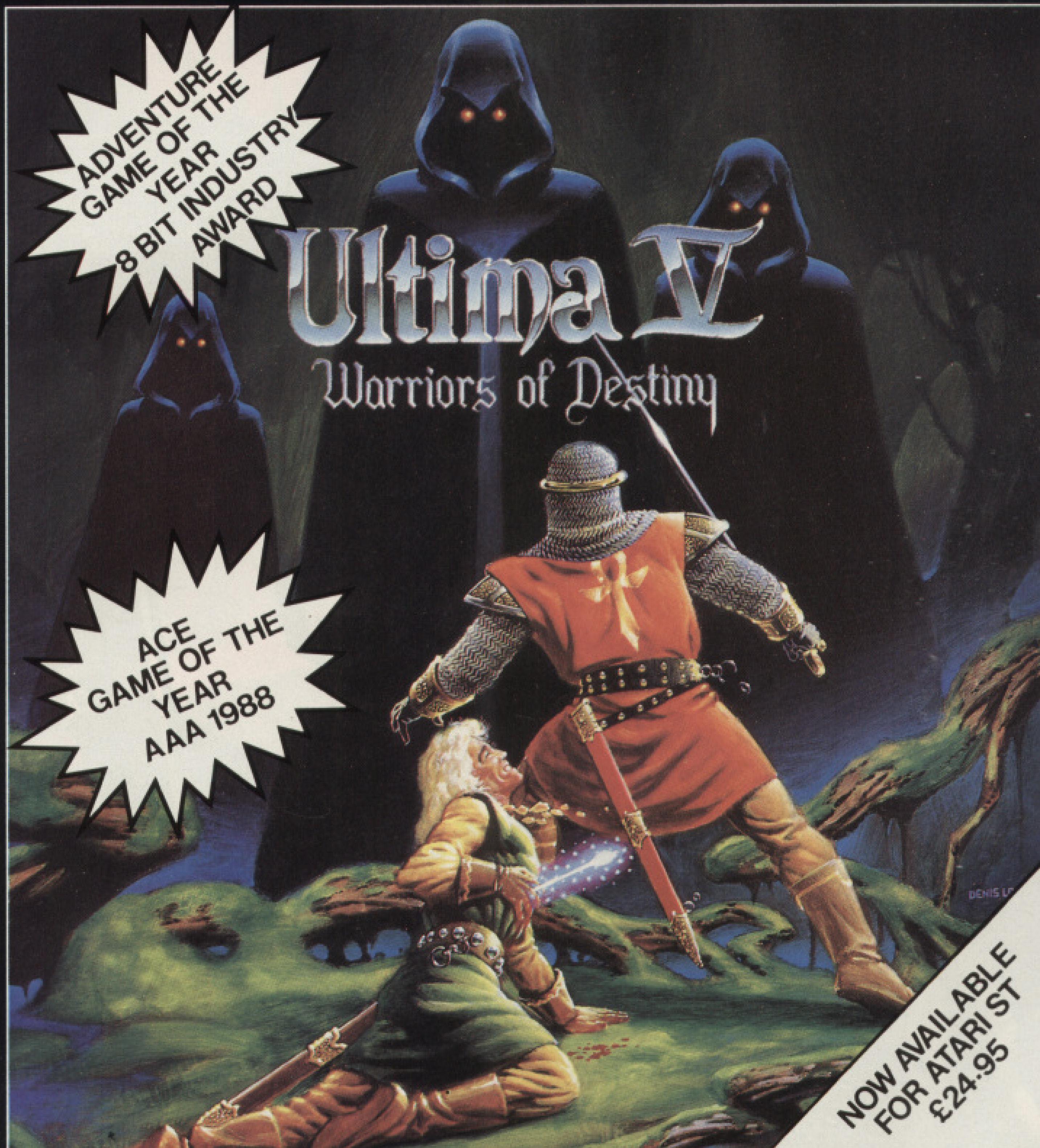
● Record the action!
Unique instant replay camera can be located to give any view – bird's eye to sea level – providing a record of events even when the action has finished.





Screenshots from IBM PC version.

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX.



Ultima V is Available Now

From Lord British, one of fantasy gaming's most imaginative authors, comes Ultima V, latest in the award-winning Ultima saga. More than four man-years in the making, a labyrinth of mystery and intrigue, Ultima V: Warriors of Destiny will be your greatest challenge!

The fantastic discovery of the new underworld entices Lord British from Britannia to explore the vast reaches of the unknown. Mysteriously, all contact with the good king and his companions is lost. In Britannia, fear turns to panic when the group's sole survivor returns with dreaded tales of the expeditions fate.

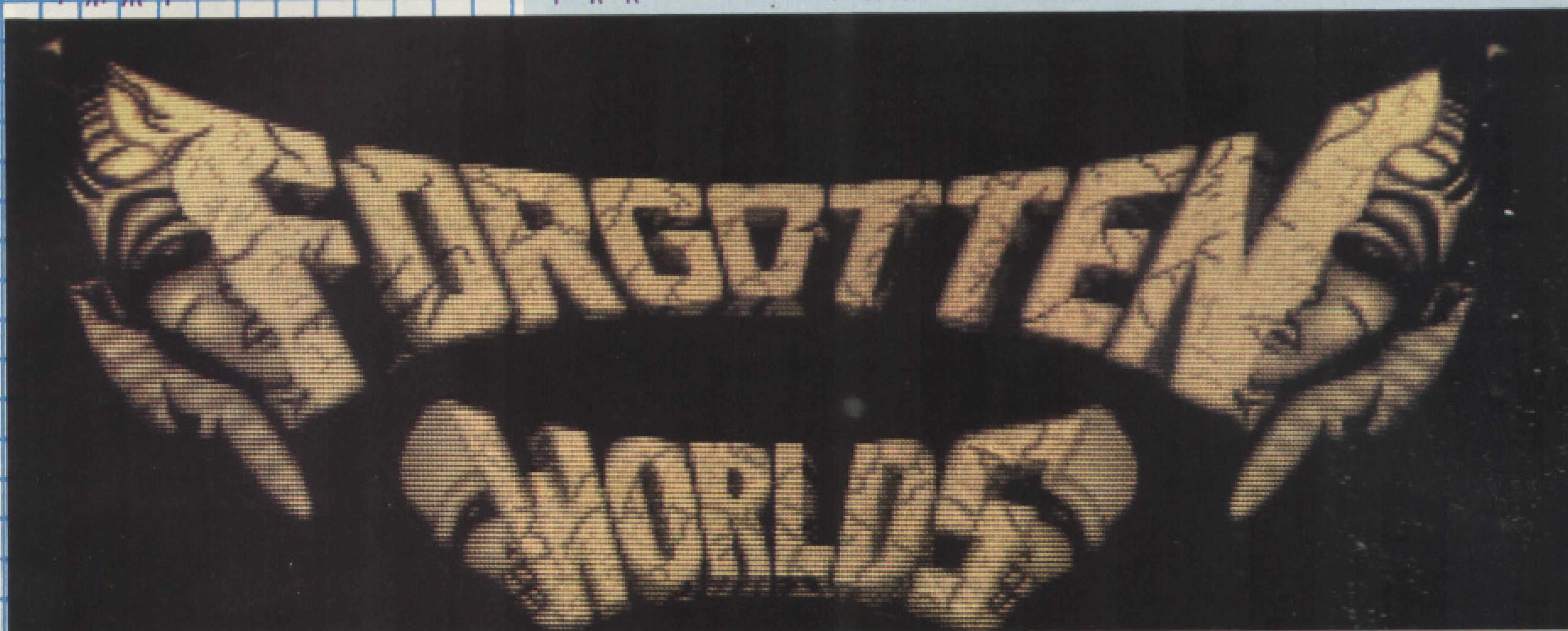
In a desperate call to arms you are summoned back to Britannia to discover the fate of Lord British and to defeat the self-righteous tyranny that is founded in misguided virtues.

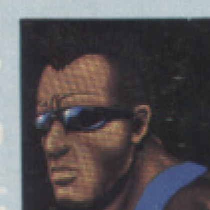
Available now for C64/128, Disk £24.95.

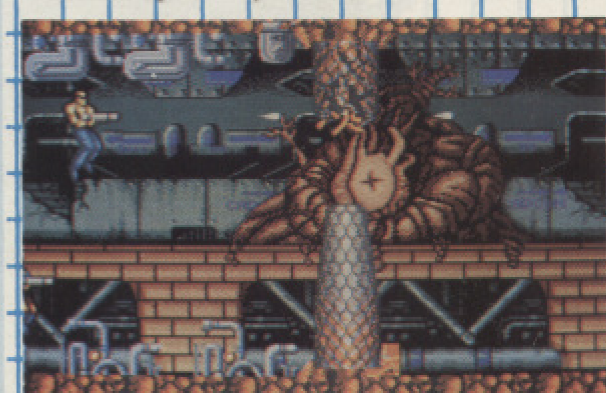
ORIGIN

Origin, MicroProse, 2 Market Place, Tetbury, Glos, GL8 8DA. Tel: 0666 54326

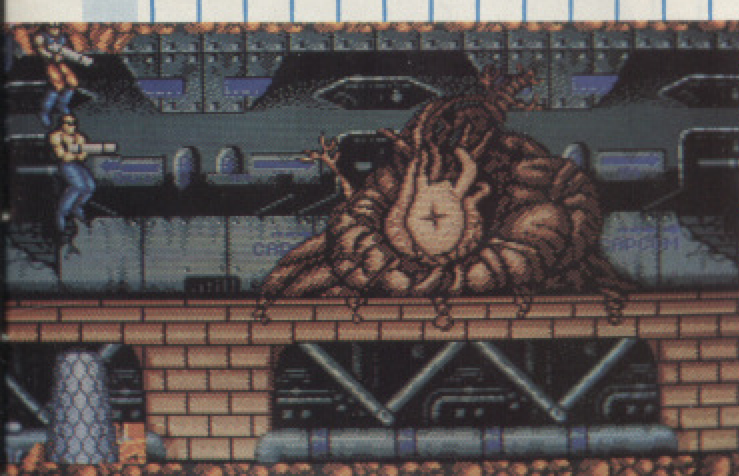
WORK IN PROGRESS







US Gold got the licence, Arc developments won the conversion contract, and Phil South drew the short straw to end up spending a chilly day in Sutton Coldfield to bring you a peek into the private life of Capcom's Forgotten Worlds.





The conversion of any coin-op is no small task. But when the game is Capcom's incredible **Forgotten Worlds**, it's nothing short of a minor miracle. The original is a graphically startling blend of raw destructive power, starring two flying heros and a host of slimy aliens, which leaps head and shoulders above the opposition.

The job of converting this superb game has been landed by Arc Developments, a new third party development house.

The Arc team used to work for Elite on all the original and coin-op jobs, but left last Christmas to form an independent company. The **Forgotten Worlds** project is its first freelance venture, and although it's a lot of work, the team feels more than equal to the task.

It's March and the game has been going solidly for two months, and according to Arc it will go another month. The projected finish date? "Probably about four months work in total... that's what it says in the contract anyway," quips Richard Underhill drily, a reference to the amount of time they've put in so far. The team have logged in an estimated 5,040 man hours thus far, but Paul Walker claims the record. "I've just worked it out, I've done almost seven months' work in the last three months... suddenly I feel faint."

So how does such a new company go about converting such an intricate arcade machine? The short anwser is, it ain't easy. Paul Walker had the hardest job in creating the graphics for all formats, rapidly filling 17 Amiga disks (at one Megabyte each). Clearly the programmers have some compressing to do.

The graphics have been sourced on an Amiga 500 and then ported to the destination machines. "This is one of the new things we've tackled with **Forgotten Worlds**," says Paul, "new ways of porting the



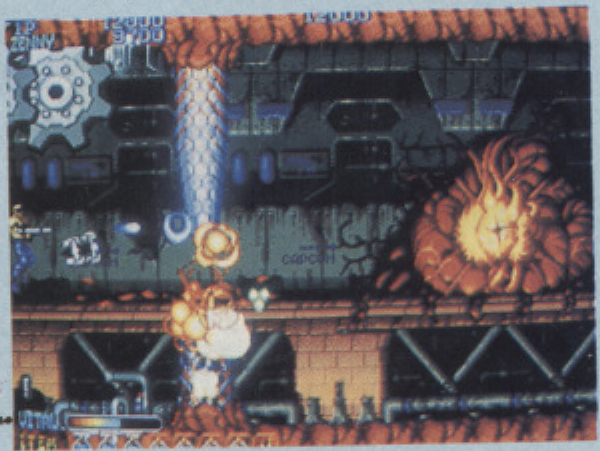


graphics to the destination machines." The team has written special converter routines to take the work out of converting Amiga IFF files to Spectrum, PC, ST, C64 and Amstrad formats, so with luck Paul only has to draw the graphics once.

In fact, just about everything is new about this game, right down to the compression techniques. They generally don't re-use things anyway, because every game presents its own problems. One particular solution to a **Forgotten Worlds** problem is Tim Round's new ST full-colour full-screen scrolling technique, which produces a smooth multi-directional background movement. "Paul provides me with the graphics in screens," Tim explains, "and I put them through a cruncher which converts them to a special sliced format." This produces a very smooth scroll, giving the ST version the same speed, if not the same graphics, as the Amiga. Although from a distance both are similar, the ST version lacks several important features, including the parallax scrolls, where the foreground and twin background levels scroll at different speeds.

THE COIN-OP

The plot goes something like this. Emperor Bios, the God Of Destruction and Creator Of Evil, has begotten eight evil gods to trash every known civilisation. In a place called the Dust Worlds, already trashed by said evil deities, something weird has taken place. In the words of the Japanese copywriter: "... but aura of people's angry mind created two super warriors to fight against evils." As usual, this actually gains something in the translation. Richard Underhill's talent for understatement comes into play: "Simply put, the aim of the game is just to blow the hell out of everything that moves." Crude, but effective. Progress is made by stopping off at shops which pop up along the way. Here you can buy more powerful weapons, lives and even clues as to how to kill the BIG baddie at the end. The original machine is a giant in the field of entertainment computing, having a mere three 68000 chips, a Z80 for sound, a 8039 for special effects, and three high speed crystals plus 16 256K RAM chips. This baby has so much memory that it could digitise and play back a 25-minute movie!





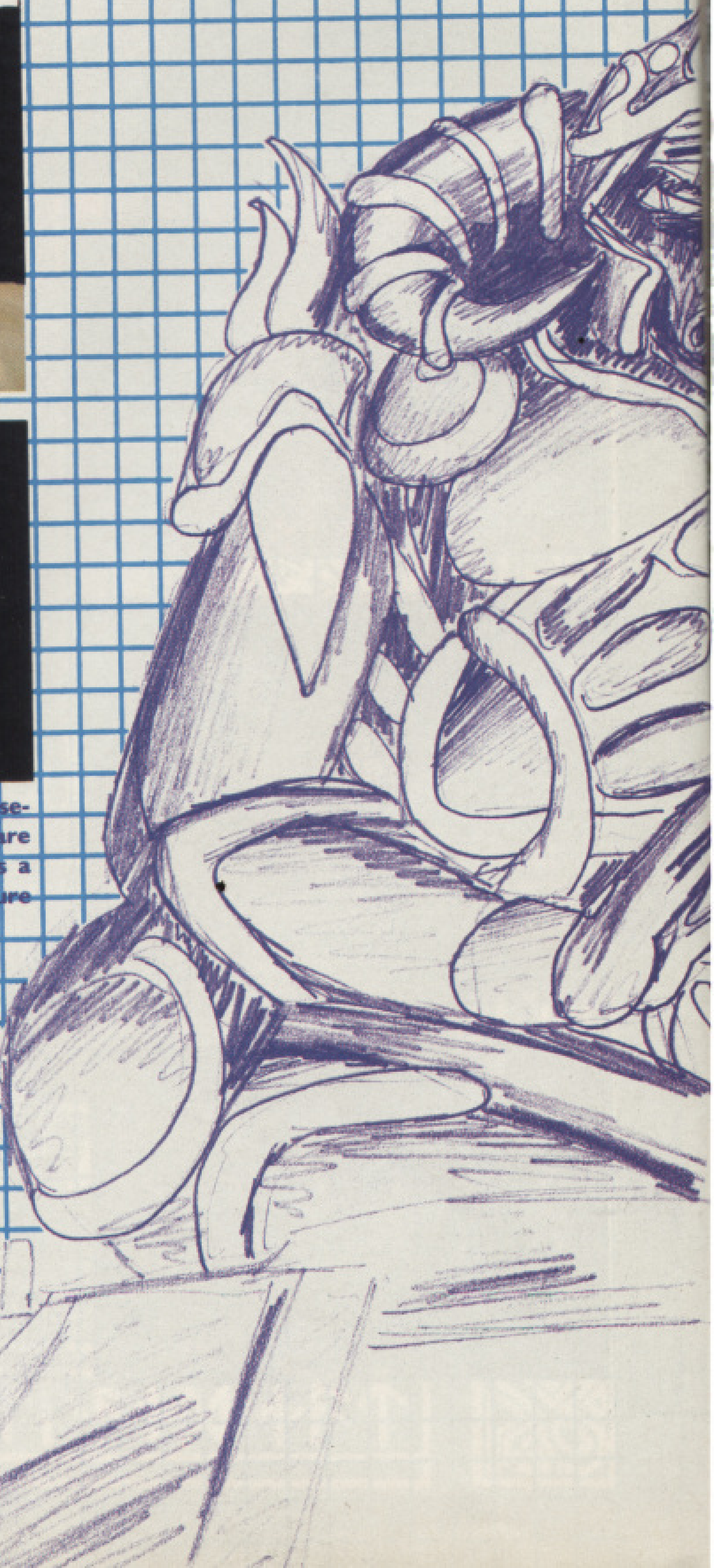


Most of the large pictures were digitised straight from the screen, including this butch character. On the Amiga screen (right) the digitised image is undergoing treatment by Paul. First he changes the pallette to mimic the original. Then he zooms in and makes the outlines solid and shades areas with a stipple to imitate lighter colours not in the pallette.



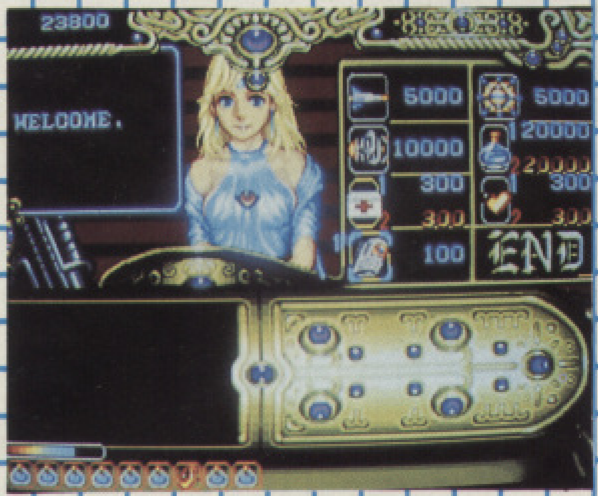


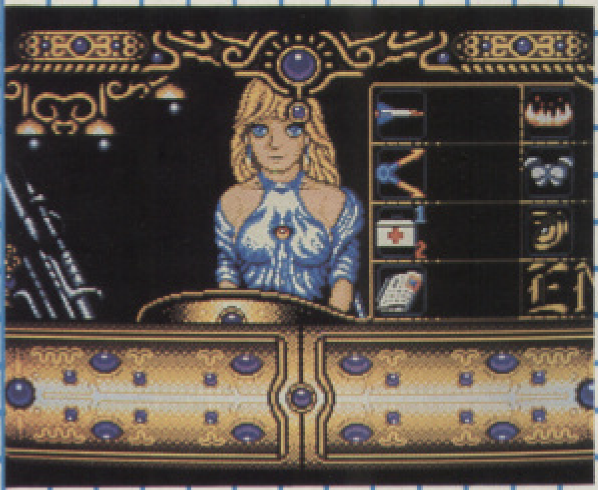
In some cases (including the close-up faces) the Amiga graphics are arguably superior to the original's! And as a little party game, why don't you try to figure out which is which?



The end of level god was hand-sketched from the paused arcade machine and then redrawn on the Amiga. Dpaint II's mirror facility was used in this case, so that only half of the god actually had to be sketched.

Unlike a lot of the full screen pictures, the Shop scene was hand drawn from scratch. When viewed side by side (the coin-op is on the left) it's easy to see why Paul Walker reckons that this technique produces a superior effect.

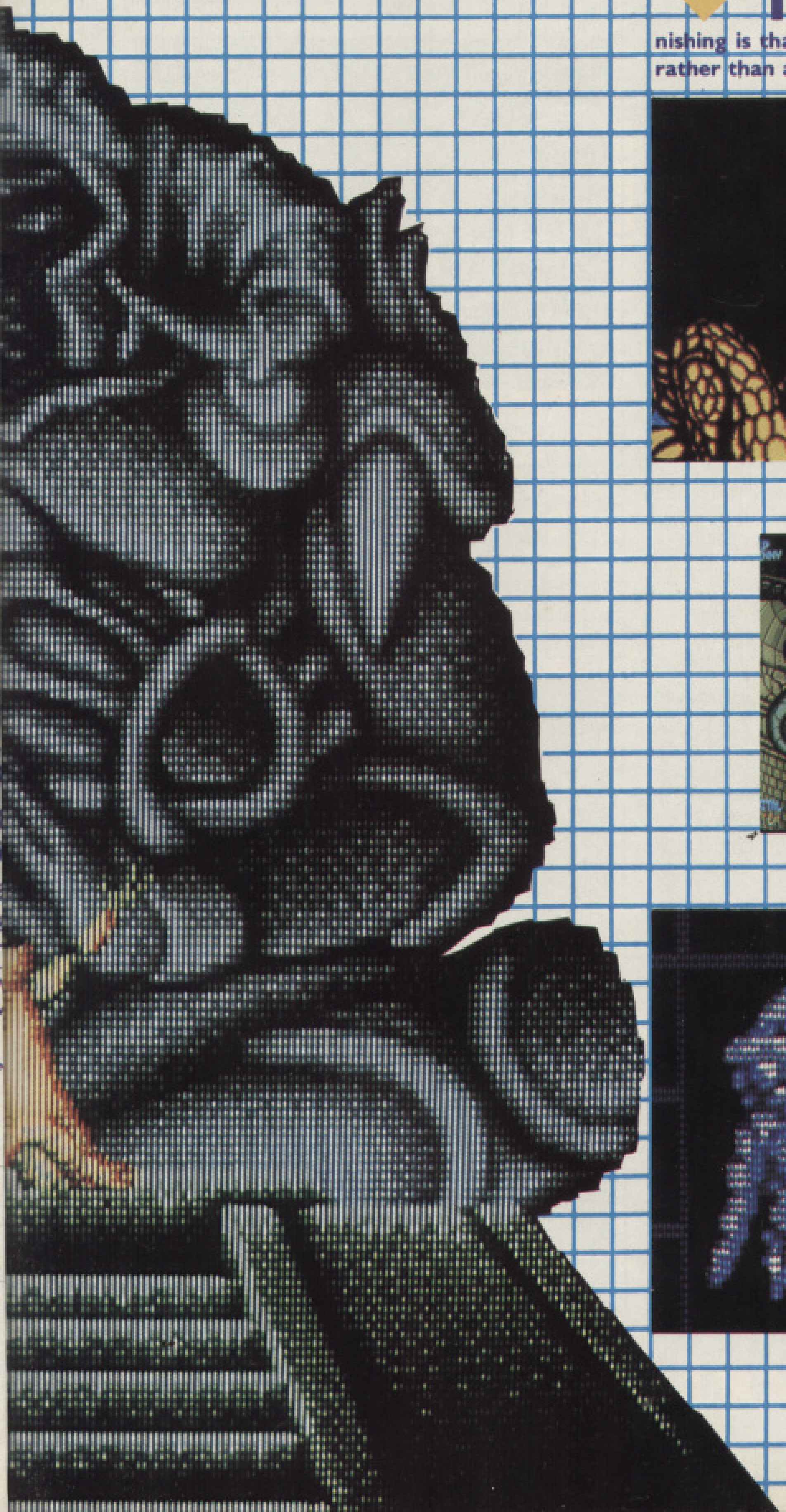




The amazing animated dragon – ST style. What's most astonishing is that the neck is a complete graphic rather than a mess of little chunks.







GRAPHICS MASTER

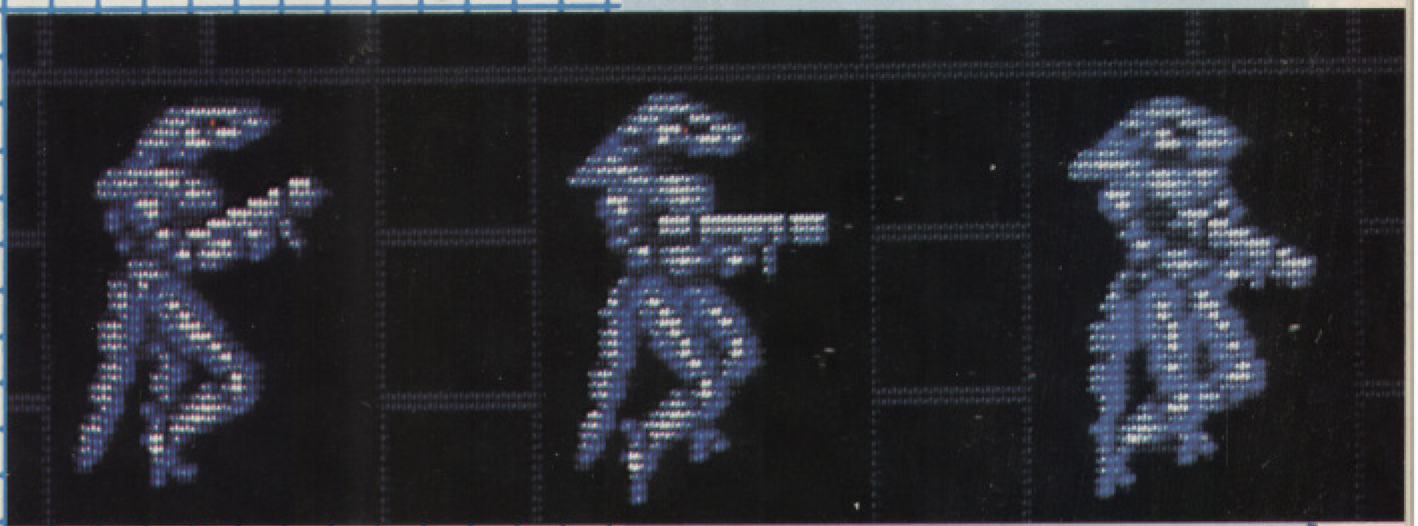
As you can see from the screenshots, Paul Walker is no slouch with a mouse in his hand, but what methods does he use to bring these arcade machine miracles to life? "I sit in front of the arcade machine and sketch it!" Come again? "We asked Electrocoin to tell us how to fit a pause mode, and now we can play through and stop it at the bit I need to look at. So everything was sketched.

"There's a nice full-screen picture at the end of each level, and those we digitised, and then heavily painted over. That way I kept the shape and it gives me something to go on. The only exception is the Shop picture, which I did myself from sketches, because the digitised version was rubbish." How do you digitise from a video game? "We just poked the camera at the screen and used **DigiView Gold** on the A500." Couldn't be simpler, really.

To increase the amount of colours in a sprite or background, as they only have eight, Paul uses a stippling technique to combine colours. This isn't a new thing he admits, as it has been used for years on smaller computers with less colours to give them a greater range. It can be quite effective too, doubling the amount of definition you can get with less colours.

One thing that marks this game over many others is the amount of real animation that's gone into it. Things like the enormous Golden Dragon point this out nicely. Whereas in most games the neck would have been a series of round sprites connected like a caterpillar, the necks are solid and animated whole!

All backgrounds are in the form of **DPaint II** screens. Using the variable page sizes, Paul works on two frames at once, chopping off the first, moving the second to where the first was, and starting the next frame on the end.



TECHNICALITIES

Byron Nilsson and Richard Underhill develop on PCs using the famous **PDS** system, running the PC's and Z80/6502 machines in tandem via a serial link. They can type in assembly commands on the PCs and then send the code to the source machine for testing. On the ST side, Tim Round has two machines up and running, one colour one mono, using **Devpack 2** as the assembler. Paul Walker uses **DPaint II** for the graphics.

Does the fact that the team is developing all versions simultaneously cause any problems? Byron takes up the story: "It works well, there's a lot of ideas going between machines. If you did it one version at a time you'd probably end up with one very good version... the first one. Then you'd get a bit bored, I think. It's better to get the job done in a few months and move on." Capcom supplied the team with a full-sized machine. According to Richard this was preferable to sending a manual and graphics disks: "We've got much more of a free reign. So we can say, y'know, oh we didn't see those graphics... (laugh). No, seriously. It helps us not to be restricted to what we're given."

The decision as to what to take out is not as hard as you'd expect. Not for the Amiga anyway, as the chaps reckon it's all gone in. Every little detail that can be seen on the original has been lovingly duplicated and slapped onto the final two disks. Other versions suffer a little, such as the ST losing its parallax scrolls, but otherwise surprisingly little has had to be dropped.

So how do you know when you're starting to run out of space? It's simple, according to Richard: "The machine crashes, which give you some idea. The screen goes blank and it doesn't come back on again... Hah! No, one of the major problems is processor time. With hundreds of bullets flying all over the screen everything slows down. When they all disappear it speeds up again. That's the problem I'm working on at the moment."

A lot of compression goes on obviously, in order to fit all the information onto two Amiga disks. With each level consisting of 12 screens laid end to end with no repeats, plus another 12 scrolling vertically, you're looking at a lot of data for each level, and there's five levels, in multiple loads, naturally.

The technique of slowing the disks down doesn't work with this much data. The compression mostly takes the form of scanning the data, checking for spaces and similarities and crunching the file down. For example this crunches 25 screens on the ST down to a mere 100K! So, that's one technique. The other involves a close relative of **ARC**, the PC/Amiga archive program, which Chris informs me runs under the title **Dynamic Lempel Z**. "So we use the scanning for zero and identical bytes on the pictures and **ARC** for the code, using the uncrunch source code we have to reform it when it's needed. I dunno how it works, but it works brilliantly. 45-50% usually."

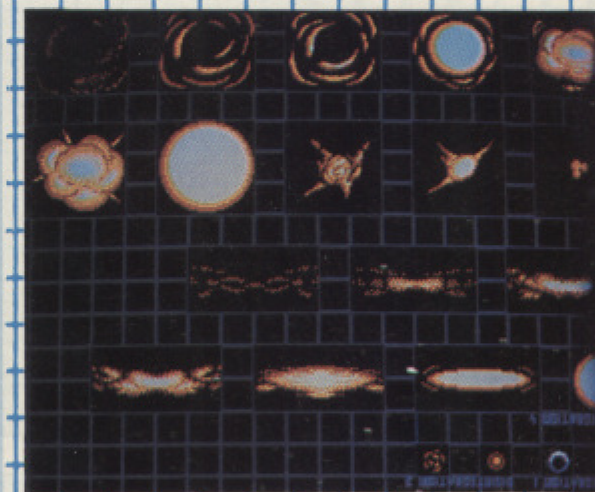
On the subject of sonics, the team is conspicuously silent. Have they got anyone to do the music and sound effects yet? Last reports said they hadn't, but they have now... although they're not saying who it is. "We really can't tell you, but he's dead good." Was all Byron would venture on the subject.

This music wiz, whoever he may be, is working like a slave to produce the Amiga and ST music and sound effects as we speak. Like Paul, he is having to transcribe from the arcade machine: "It's a case of sticking a microphone in front of the machine and recording what comes out," according to Paul. Luckily the music plays by itself when the game is paused, so getting to hear it without the sound effects is a piece of cake.

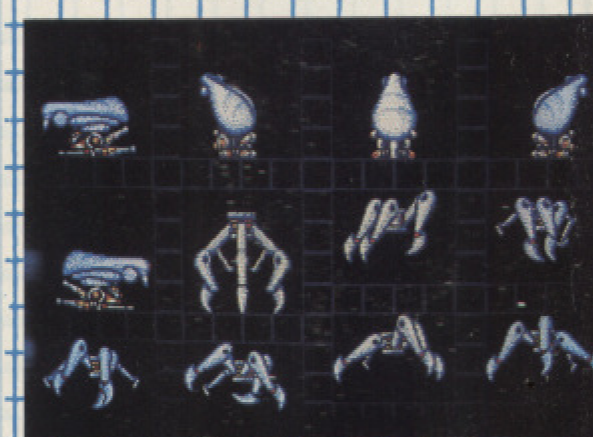
So what do the boys REALLY think of the original, ignoring the fact that they're doing the conversion? Richard again had the shortest answer: "We personally think it beats the hell out of **R-Type**! (laugh). No really, it's a very good playable game." And designwise, a more serious answer please... Paul? "There are a lot of hidden features that you don't find out until you sit there pausing the coin-op, sketching it all. There's so much in it."

The triumphant ARC team: (left to right) Warren McCormack (PC), Chris Coupe (Amiga), Paul Walker (Graphics), Byron Nilsson (Z80 and head honcho), Richard Underhill (C64 and dry quips) and Tim Round (ST).





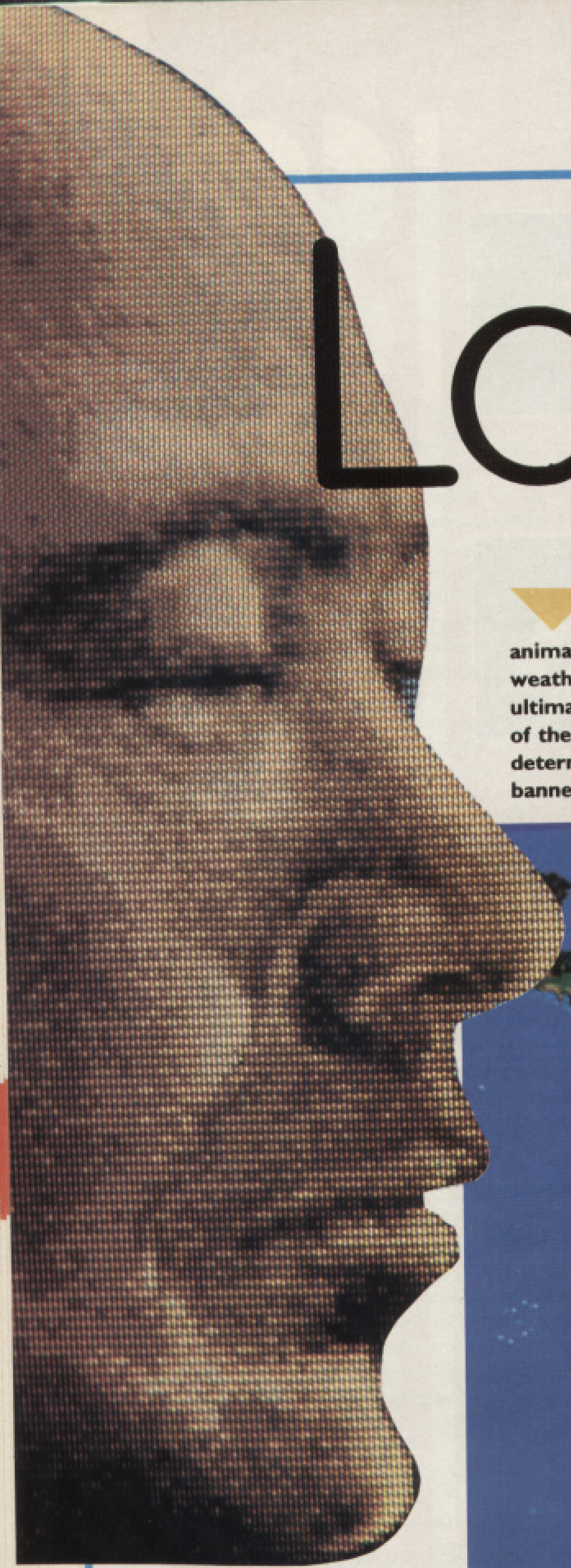
Even something as relatively insignificant as the explosions have around 16 frames of animation. Once again each frame has been painstakingly copied from the original coin-op frames.



According to Paul Walker, one of the hardest things to transfer from the arcade was the spidery robot: "I just couldn't figure out how those flipping legs went," he says. Eventually he had to redo it over and over until it was exactly right: "I figured out that the arcade designer must know what he's doing, so I'll just do it like he did. Horrific stuff..."



Lords Of T

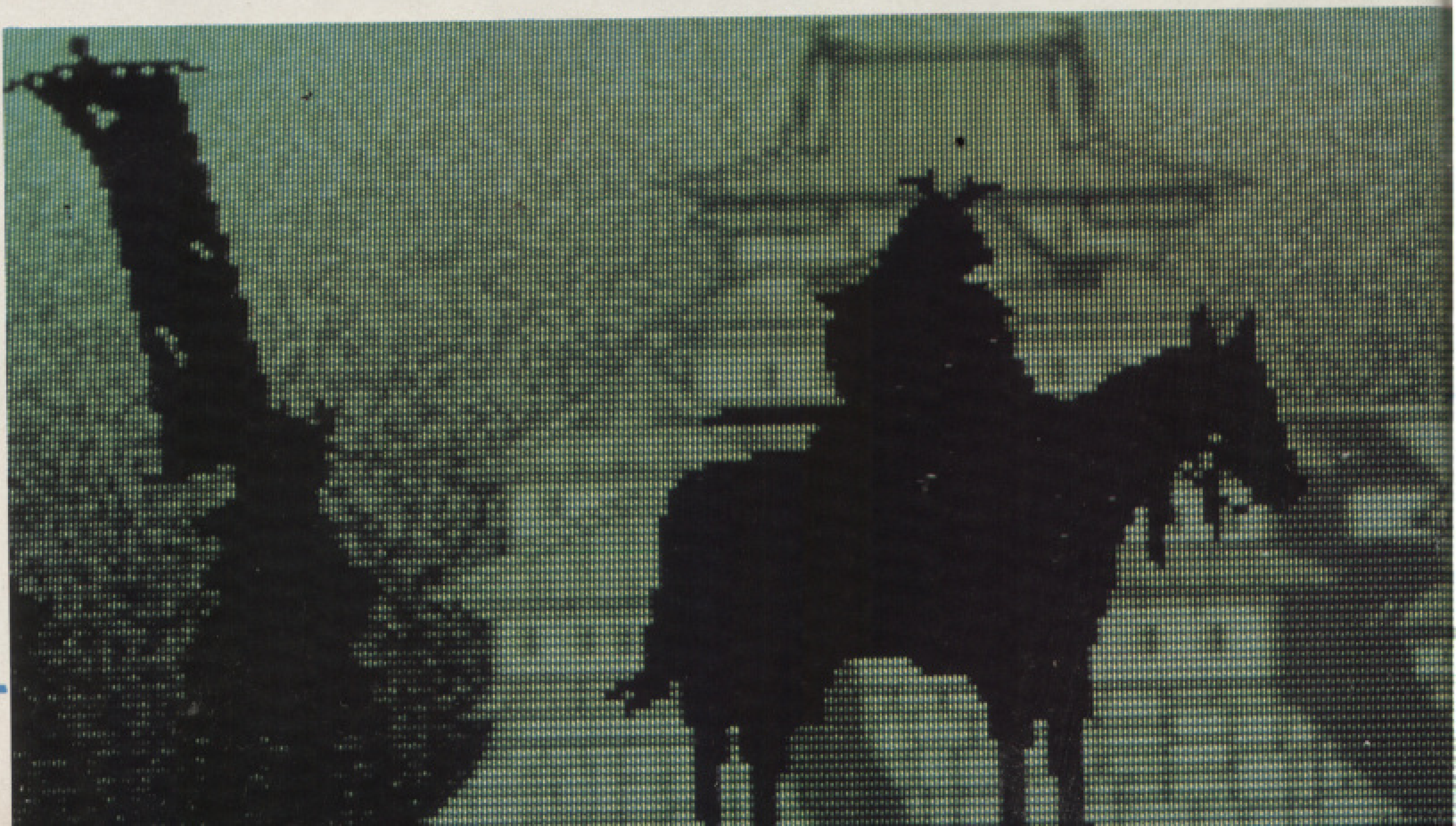




Most of the strategy play takes place on a beautifully detailed, horizontally scrolling map. Here, time passes before your eyes, with animated sea and clouds adding to the serenity. But it's not all graphic frills – the weather plays an important part. Poor conditions affect availability of supplies and ultimately your armies' performance. To the West lies the heavily-guarded territory of the Taira. The size and strength of the many castles, cities and armies are easily determined. However, before you decide to engage a force, it's worth noting the banner colour (neutral, Minamoto or Taira).



The choice of two brothers is to suit two different styles of play. Yoritomo is the elder, with highly developed political ties and leadership skills – which means you can concentrate on the arcade side of things. Yoshitune is Minamoto's ultimate warrior who lacks political influence, which means you need to concentrate on the strategy side.



he Rising Sun



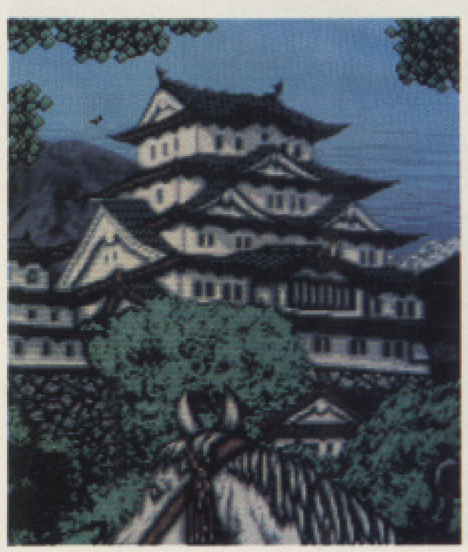
After two years in the making, from the team that brought you Defender Of The Crown comes a blend of strategy and action with an oriental flavour. Gary Penn narrows his eyes and says 'fazonki'.



Honour is all and death is better than disgrace. Such was the philosophy of ancient Japan – a philosophy which led to the two great military clans, Minamoto and Taira, fueding for years.

In this, Cinemaware's latest interactive movie, you play part of one of two sons of Yoshitomo, a fearless warrior who was killed by the Taira in one of the many great wars.

The objective is to destroy Taira, restore your family's honour, make Minamoto great and ultimately become Shogun. And all of this in Cinemaware's inimitable style.



Play begins outside your home. but there's no time to rest – there's a country to be won.

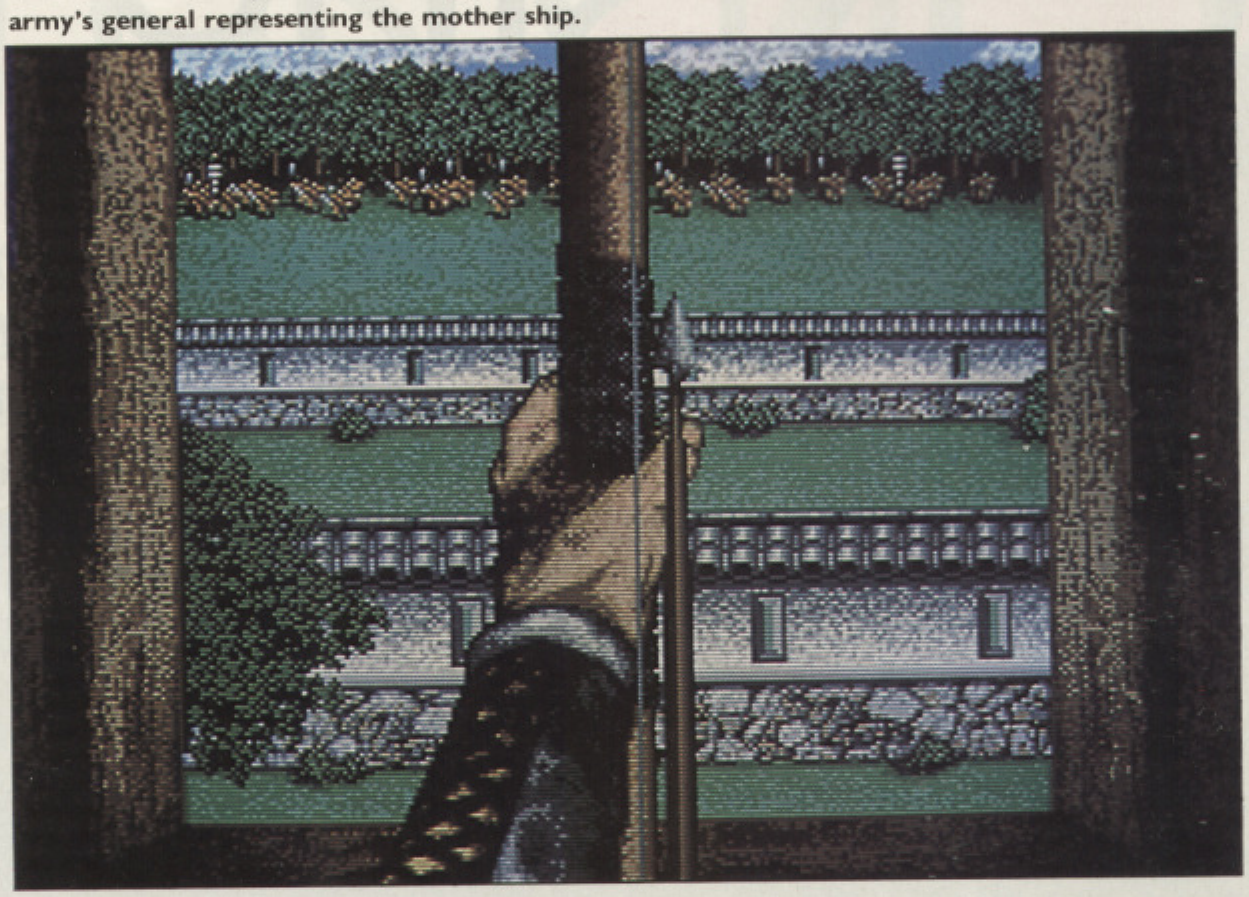
Inside your home you can hire a Ninja to assassinate enemy leaders, although it's worth bearing in mind that they do tend to spill the beans if caught. Should the going prove a little too harrowing, you can always do the good deed and commit Seppuku.





When two forces meet, you have the option to form an alliance, continue your journey or fight. A quick review of the troops' strength is advisable, then the battle can begin... A suitable atmosphere is generated as arrows fly, swords clash and screams fill the air. You don't actually control each soldier, but you do determine the general movement of the troop.

If one of your castles comes under attack and you happen to be present, you're forced to grab your bow and defend. Soldiers scale the walls, so you put arrow to string and let them have it. Cynically speaking, this is essentially a version of Galaxians, with the attacking army's general representing the mother ship.



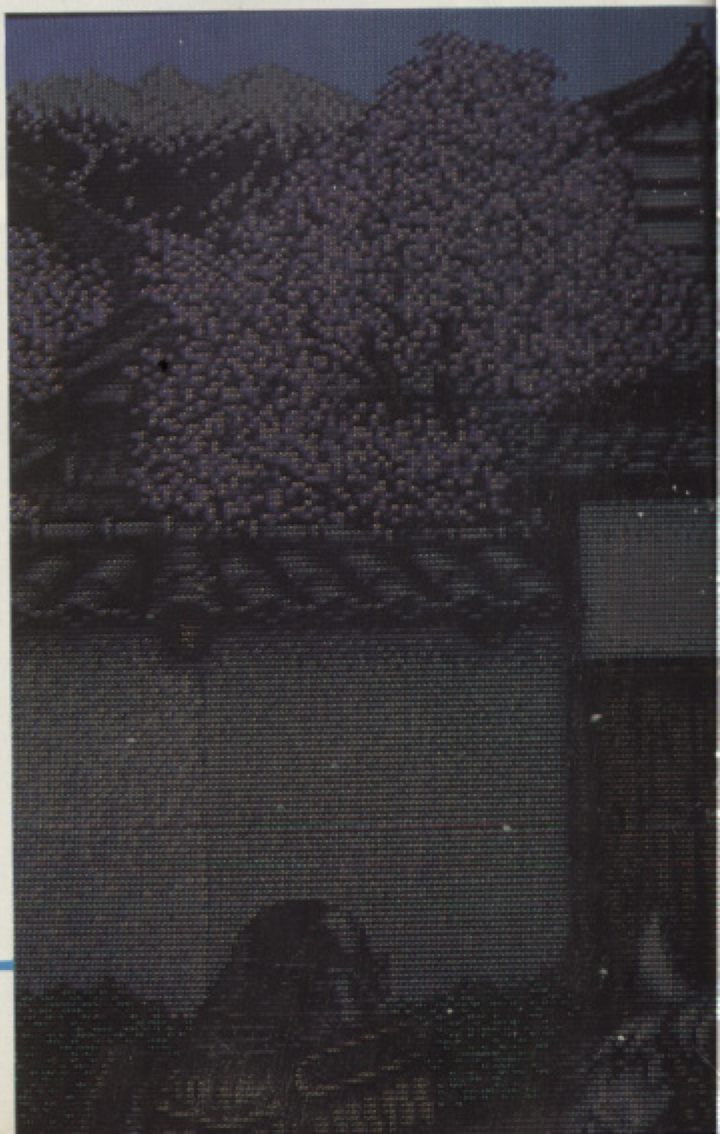
Just as you can hire Ninjas to do your dirty work, other leaders do likewise. Without warning the ninja can strike, negotiating corridors with snake-like stealth he lets loose shiriken stars, which you have to knock away with your sword. Timely play knocks one back at the Ninja and puts paid to his attempt on your life.



If the going gets a little too tough, throw honour aside and run for it. Better to live on your knees than to die on your feet. The opposition on the other hand, doesn't get away lightly with retreat. Leap onto your horse and give chase along a diagonally scrolling course, avoiding rocks and trees and cutting down soldiers in your path. A confrontation with the enemy general awaits, and you only get one chance to behead him.

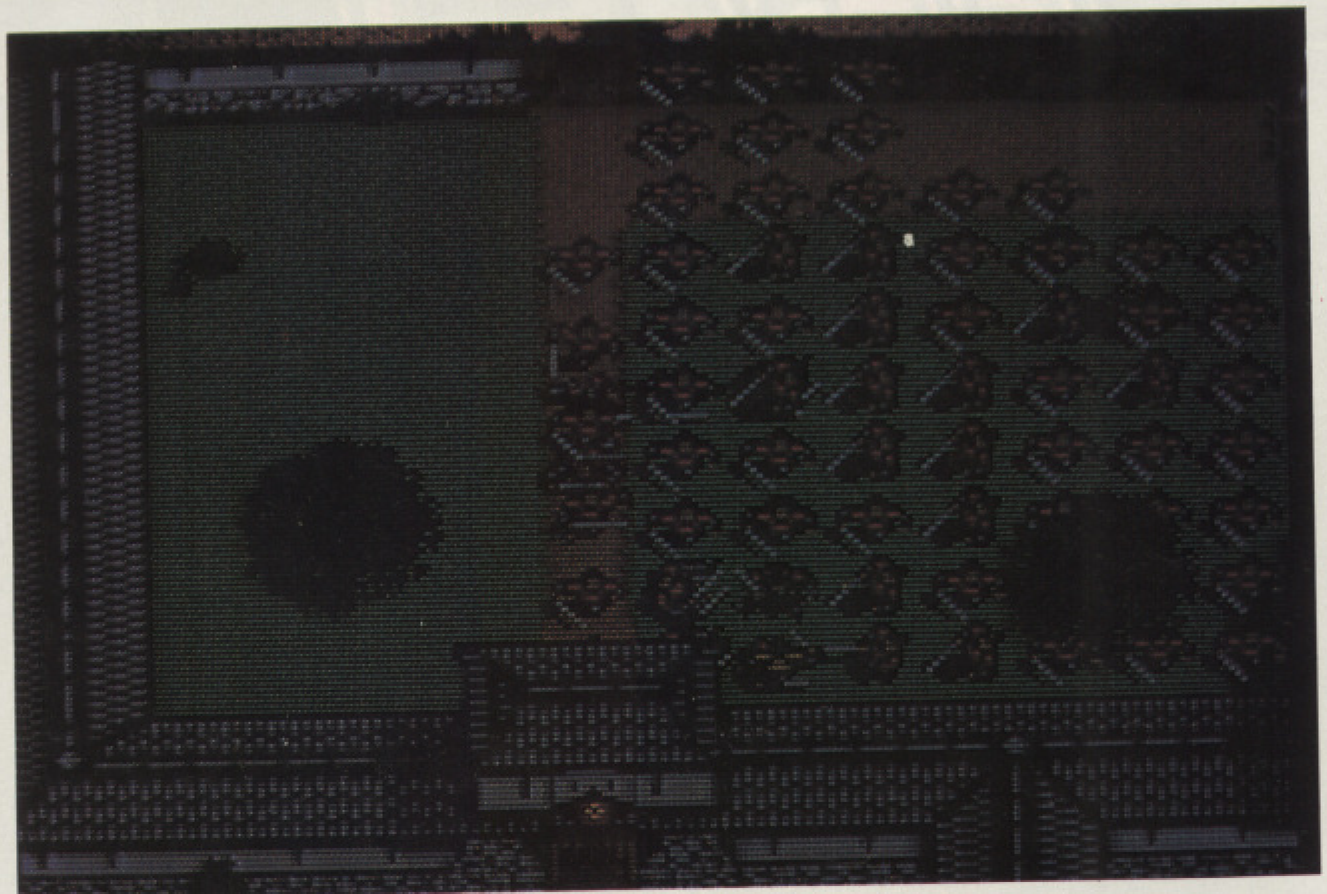


All this travelling and fighting is damaging to your health. Monasteries are a good bet for supplies, although bad weather tends to affect the quantity.

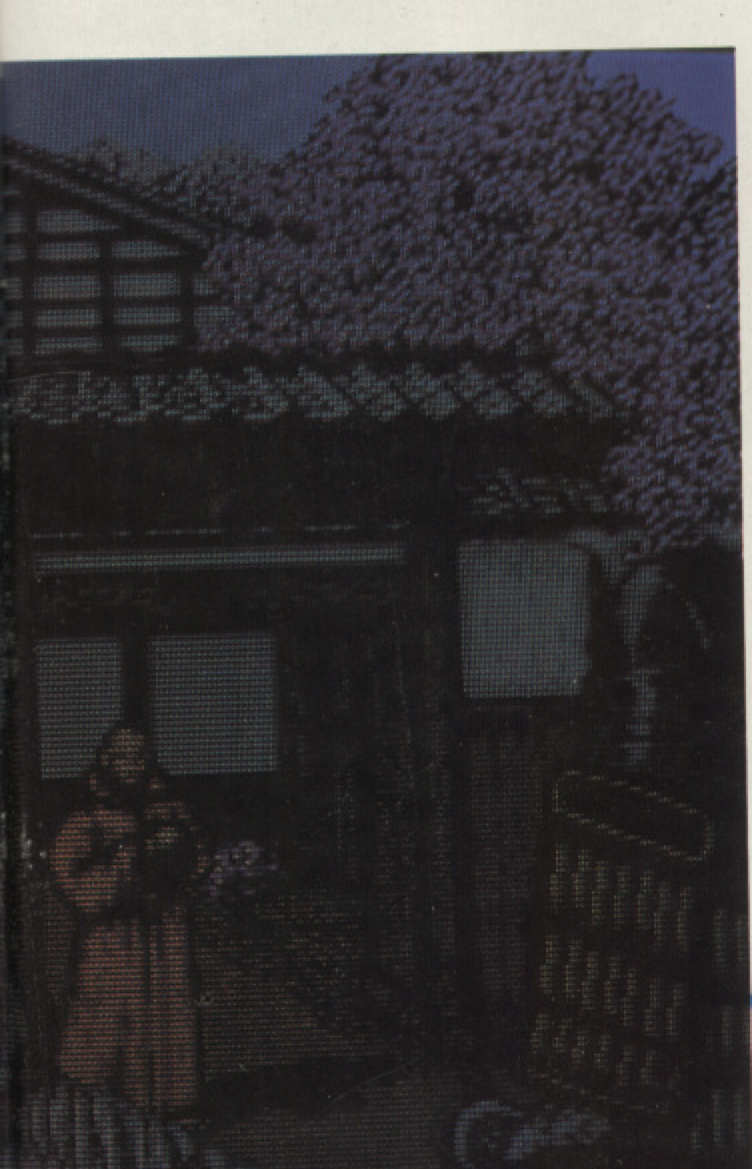




Visit the Emperor if you can spare the time – he may hold an item of interest. As you can see, despite an invitation, his reception isn't necessarily warm – it all depends on your performance.



Seiges play a major role in the proceedings. Enter an enemy castle, negotiate a maze of paths and corridors, cut down anyone who gets in the way or use your bow and arrows, and find The Keep to take control. The seige is a playable multi-directional scrolling Gauntlet affair, the level of difficulty depending on the number of soldiers within – sometimes a few, at other times hundreds (like here). Some castles feature small ponds, and you drown if you walk into them – a neat touch.





Whatever its precise origins, Seppuku, Hara-Kiri, or cutting of the belly was definitely regarded as courageous, honourable and believe it or not, beautiful. The Hara (abdomen) was thought to store a man's spirit, will and emotions, and to show his sincerity, the Samurai had to expose this core.

A There's a weighty manual to read – and it has to be read. The history is absorbing, in particular the many Japanese traditions. There is honour to be defended – at all times, even to the extent of ritual suicide. And this provides gameplay elements, such as being able to trample enemy soldiers with your horse, but not the General as this would be considered dishonourable. Cinemaware has always been innovative, but it's gone from strength to strength, continually refining and improving with every new game. Its three most recent releases are all similar in style, ie: very slick and user-friendly, but also very different – Rocket Ranger (all-out interactive movie fun), TV Sports Football (a brilliant debut into the world of sports simulations), and now Lords Of The Rising Sun, a massive improvement overs its previous game of this type – Defender Of The Crown. The depth is greater, the strategy side is more developed, and the arcade sequences are less of an afterthought, more an integral part of the gameplay, which tends to make you feel more involved. Lords Of The Rising Sun would probably fail to prove immediately appealing to anyone turned on by either Rocket Ranger or TV Sports Football, but it's certainly worth the time and effort. An innovative and absorbing approach to the strategy genre – serving as an example of how it should be done.

PRICE:	£29.99
RELEASE DATE:	Mid April
GRAPHICS	90%
SOUND	89%
PLAYABILITY	92%
VALUE	88%

OVERALL 90%

ST Cinemaware's work is carried out on Amiga and then PC – the company's bread and butter as far as its home country is concerned. Which is why it takes so long to convert its wares to the ST, and why this version isn't due for release until the end of this year, at a price of £24.99.

PC CGA, EGA and VGA owners can expect to see their incarnations appearing in late July, at a price of £29.99.

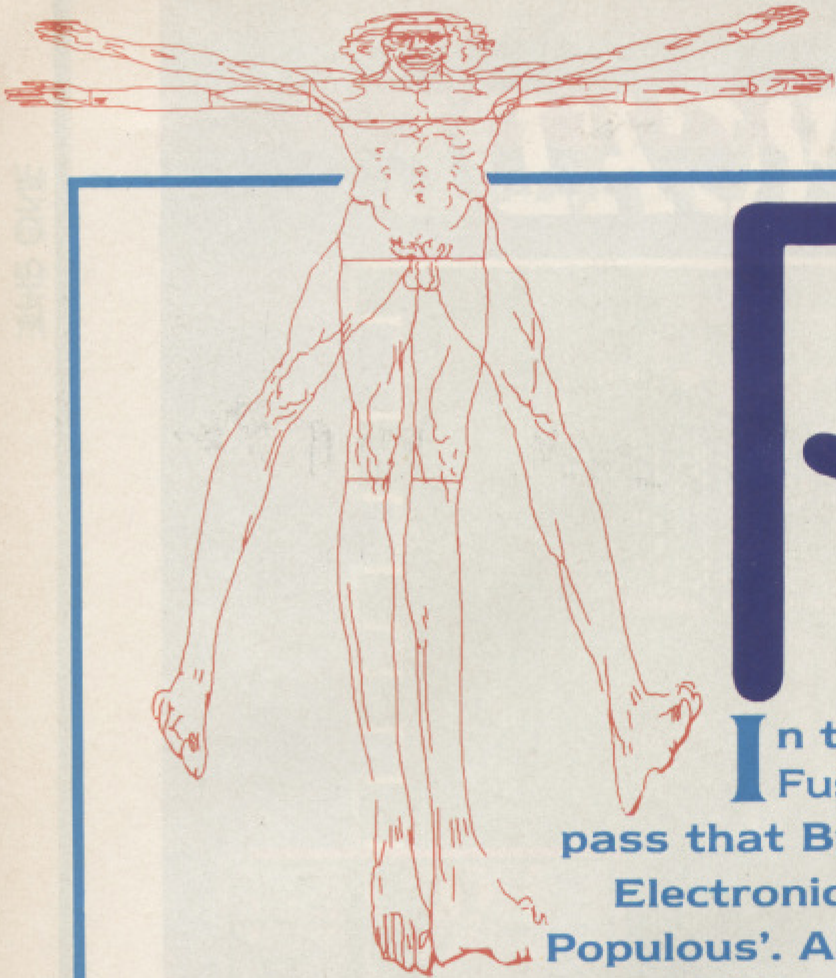
BRINGING HOME THE CH



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CBM 64/128 *cassette/disk* · **Spectrum 48/128K** *cassette/disk* · **Amstrad CPC** *cassette/disk* · **Amiga** *disk* · **Atari ST** *disk*

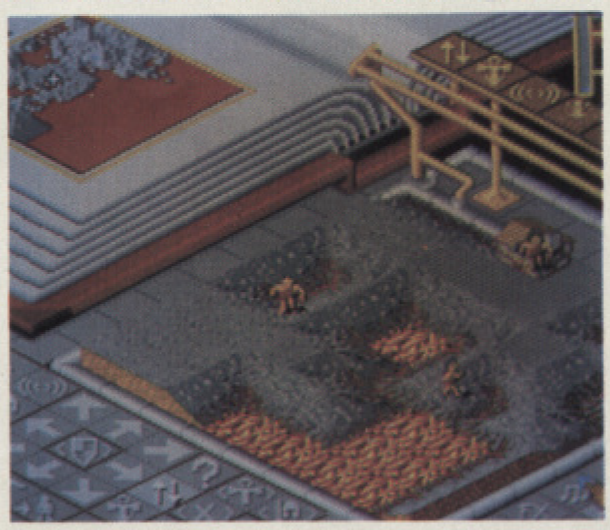

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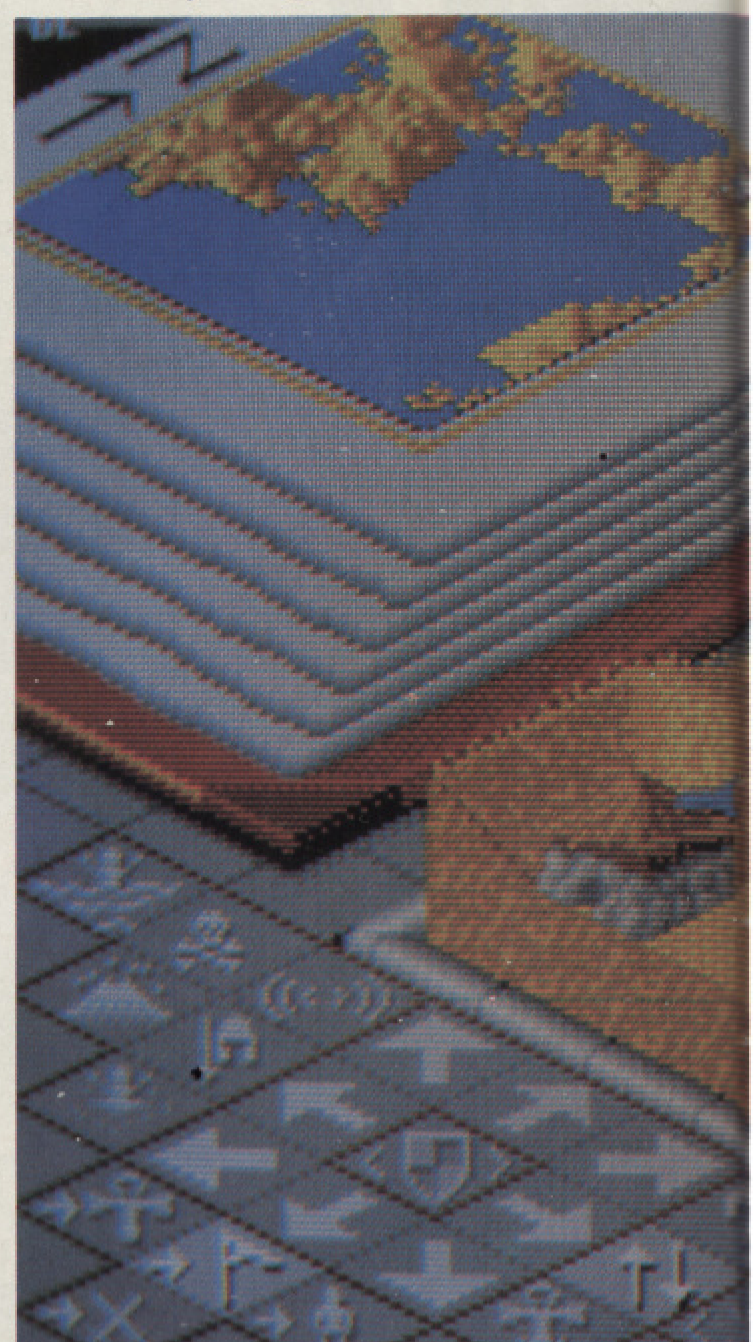


Popul

In the beginning there was Fusion. And it came to pass that Bullfrog Productions and Electronic Arts said 'Let there be Populous'. And there was Populous. And Gary Whitta saw that it was good.

Earthquakes, swamps, volcanoes, floods and even complete armageddon can be summoned... as long as the god is sufficiently powerful. Most of these options only slow the opposition's progress, but armageddon always results in a victory for the stronger god – so make sure of your status before you bring the world to an end.





The era of strategy gamers having to put up with game after game casting them as Roman generals, NATO commanders and nuclear submarine captains is over. Power-freaks no longer have to make do with controlling the movements of tank regiments or the actions of foot soldiers. With **Populous** you're nothing less than an omnipotent deity with an entire world ripe and ready for the taking.

Becoming the master of all you survey means first getting rid of another deity, a Satanic demon with initial power and a following equal to your own. Since both gods are effectively invincible, the battle for supremacy is fought on the planet between their opposing mortal followers, with the

Commands are issued and actions are carried out via a bank of icons below the main game area. From here earth is quaked, volcanoes are created, floods are caused and armageddon is triggered. The relatively mundane tasks of altering the landscape and gathering information are also carried out from this point.

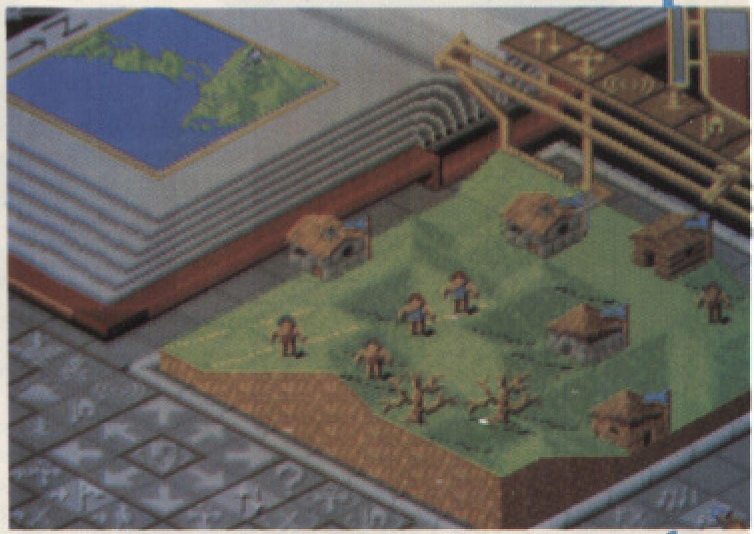


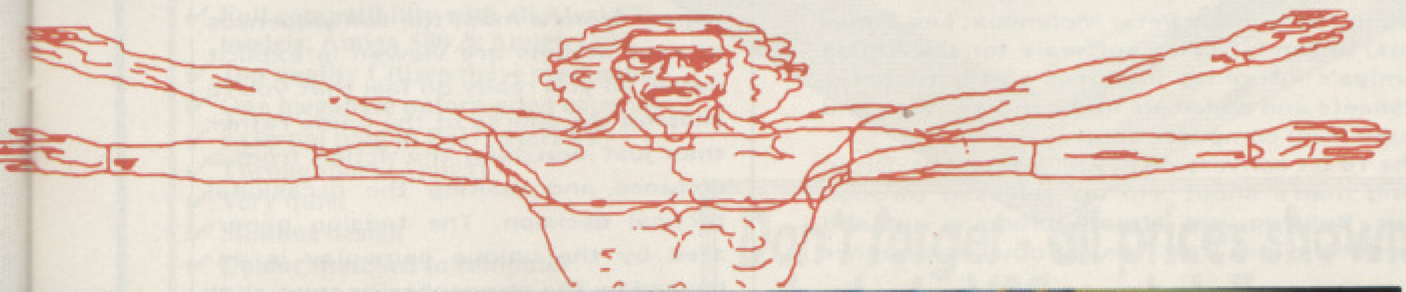
Your people's lifespan is not only affected by their individual power levels, but also by the type of terrain they inhabit. For example, the Ice World's hostile conditions will soon finish off anyone who stays out of doors for too long.



OUS

Your followers begin their life in 'Settle' mode. Having found a suitable spot of level ground (which you provide for them), a group of mortals will build themselves a home – the size and type of which depends on the amount of space available (the range of domiciles stretches from the roughest of tents to a walled castle). The population then expands to fill the building's capacity, with the excess spilling out to begin the process all over again.









The population's movement can be influenced by changing the Papal Magnet's location. The magnet is a religious focal point in the form of a staff or skull which can be used to attract the population to any part of the map. Also, the first person to reach it becomes the 'leader'.

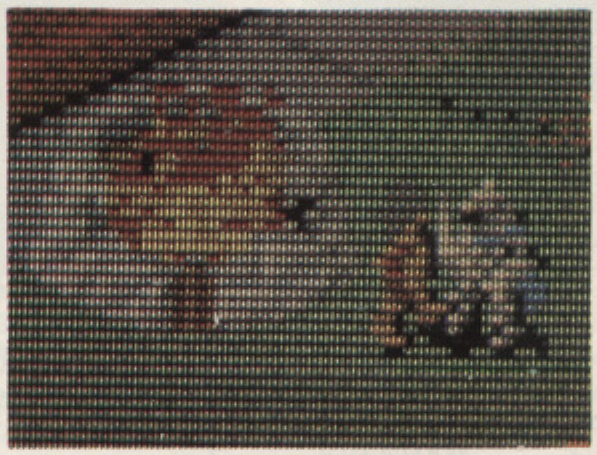
loser banished forever.

Despite the fact that you're all-seeing and all-knowing, you're still not in a position to directly control your mortal followers' movements and actions. What you can do is issue vague commands and affect the lie of the land to suit your people's actions.

Populous is all about power – learning the fastest way to generate it and the most effective way to use it. Although you start with only enough power to perform menial tasks such as raising and levelling land, if used wisely this allows your population to set up home and expand – thus increasing your power.

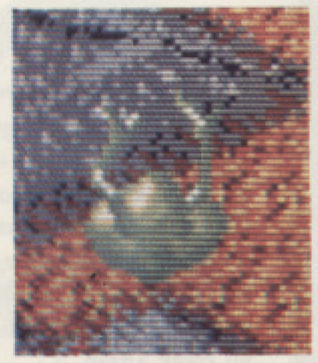
The main part of the game is taken up by Conquest, where you attempt to systematically subjugate the people of 500 ready-made worlds, gaining passwords to later planets as you go. And if 500 worlds sounds a little limited, **Populous** is also capable of generating a further 128,000 different landscapes at random!

Knights are a kind of mediaeval Terminator, which take a lot of power to create but are one of the most effective offensive forces. They travel about enemy territory, killing anybody they find and burning down any settlements that get in their way.





ITS NOT EASY BEING GREEN



Bullfrog Productions croaked into life way back in 1985, when Peter Molyneux, Les Edgar and Kevin Duncan (the team behind Populous) began business software for the Amiga under the name of Taurus. Realising that the Amiga's future lay in games software, Peter and the gang forgot about databases and spreadsheets and added six new programmers and graphic artists to their ranks by recruiting through local computer shops.

The company's first commercial product was the 16-bit conversion of Enlightenment: Druid II for Firebird. This was followed by a 'thinking man's shoot 'em up' released through Electronic Arts, Fusion. Even at this early stage, Bullfrog was already planning out and designing Populous: "I'm not really sure where we got the idea from," says Populous designer Peter Molyneux, "It just sort of appeared."

Although Populous is all about the immortal, Bullfrog was anxious to refrain from being too religious, and so named the two deities Good and Evil rather than God and the Devil. the last thing they wanted was a Salman Rushdie-type-hit-squad after their blood!

Before programming began, a typical landscape was constructed from Lego to allow the team to accurately study the new world's dimensions and perspective. The game was then developed on the ST and later converted and adapted for the Amiga.

Inspiration for parts of the game came from the strangest sources – for example, the power indicator was modelled after a slider-type snooker scoreboard! The samples that form most of the atmospheric sound are also rather unlikely. After much experimentation with logs and petrol, Bullfrog found that the most realistic fire sound was achieved by rustling a crisp packet!

Now that Populous is complete, Bullfrog has just started working on two new products – the first is Colony, described by Peter Molyneux as 'arcade adventure taken a step further' and Warmonger, a vector-graphics based affair said to be similar in concept to Populous but with even more intricate and involved game design.

As mentioned in the review in issue five, a Populous expansion pack is already in the offing. This will accommodate four completely new terrains and a whole host of devious new strategies.

When they're not programming into the wee small hours, the Bullfrog boys get their kicks from Role Playing Games like Dungeon Master and the coin-op Assault 360. Peter's all-time favourite game is Andrew Braybrook's Commodore 64 classic Paradroid, which he considers to be one of the best designed games ever.

As far as film or coin-op conversions are concerned, Peter says he has far too many original game ideas to consider, despite the financial incentives of conversion work: "And besides, it's much more rewarding to produce an original game that you know is your own."



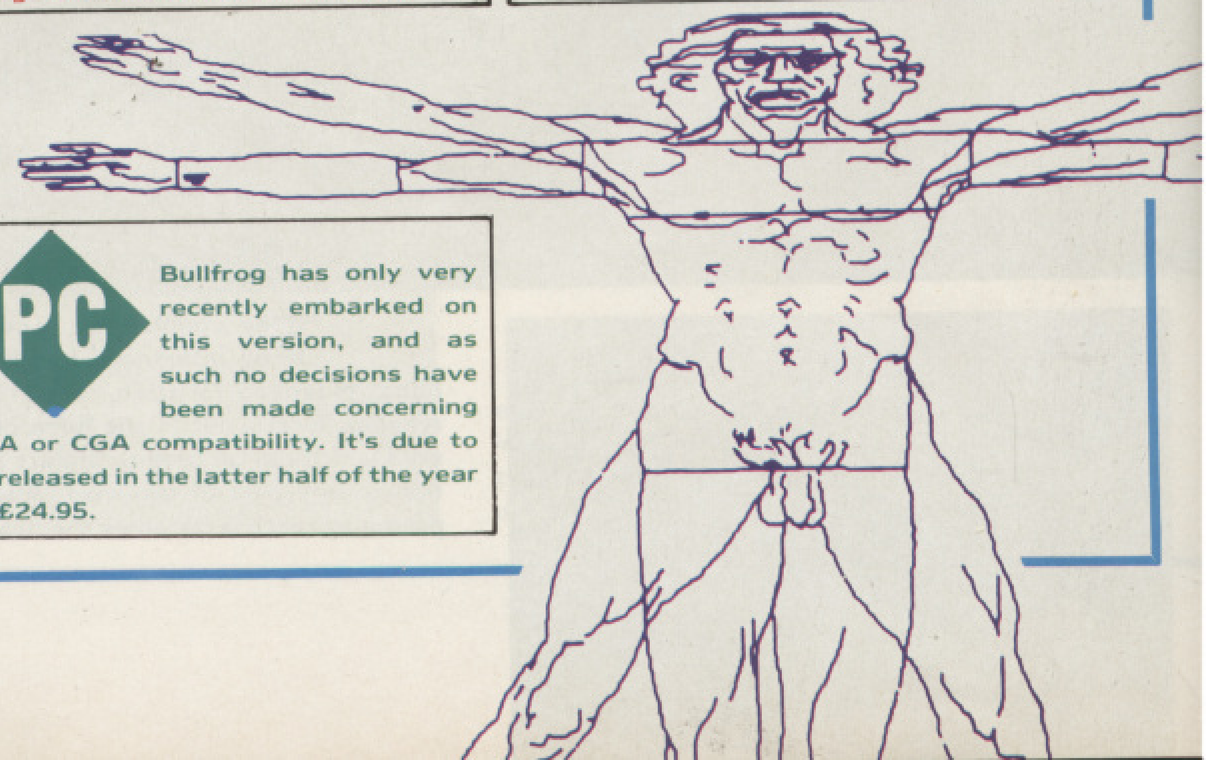
Meet the gang. From left to right: Glenn Corpes (Graphics), Shaun Cooper (Game testing), Peter Molyneux (Game design and programming), Kevin Duncan, Les Edgar (administration) and Andy Jones (graphics and game testing).

ST Despite the fact that the majority of Populous' code was developed on the ST, this version is lagging ever-so-slightly behind. However, Electronic Arts is confident that it will make it onto the shelves within a week of the Amiga version at the same price.

PC Bullfrog has only very recently embarked on this version, and as such no decisions have been made concerning EGA or CGA compatibility. It's due to be released in the latter half of the year at £24.95.

A Bullfrog Productions has come up with a masterpiece. Most wargames don't succeed in generating a genuine feeling of 'being there', but Populous does – for the simple reason that all the action is viewed in extreme close-up. Instead of just watching character-block-shaped tank regiments disappear from a map, the consequences of your actions are viewed in explicit detail, so you really do feel that you're shaping the course of the game rather than just watching the action from a distance and making the occasional tactical decision. The tension generated by the unique gameplay is enhanced by the atmospheric sound, that for the first time is actually interactive rather than just an aesthetic frill. there is no music as such, just the sound of eerie low-pitched wailing and rushing wind accompanied by a dull heartbeat, speeding up and slowing down to indicate your power level. There's a huge array of options available, including a 'paint map' mode where any game scenario can be set up easily, much like setting up a chess problem. Although two players can't compete on a single screen, an unusual two player mode allows two machines to be connected via serial lead or modem. And with 128,000 landscapes to conquer, ranging from walkovers to the downright diabolical, interest isn't likely to wane for quite some time. It's what the seventh day was invented for.

PRICE:	£24.95
RELEASE DATE:	April
GRAPHICS	88%
SOUND	91%
PLAYABILITY	91%
VALUE	90%
OVERALL	**95%**





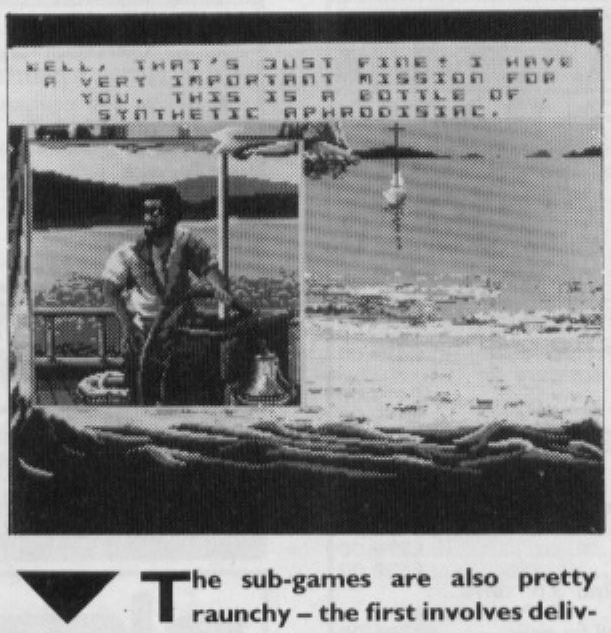


Emma

Phwoooarrr! What could be more stimulating than a whole series of pixels undressed and exposed before your very eyes? Innuendo aside, Graham Taylor gets stuck into Tomahawk's Emmanuelle.

▼ Emmanuelle isn't (quite) all indiscriminate seduction, sometimes you have to abstain, for example, throughout the game you strive to maintain your energy while raising your erotic level – too much raising of your energy will leave your erotic level pretty limp. If it gets too limp it's the end of the game for you boy.

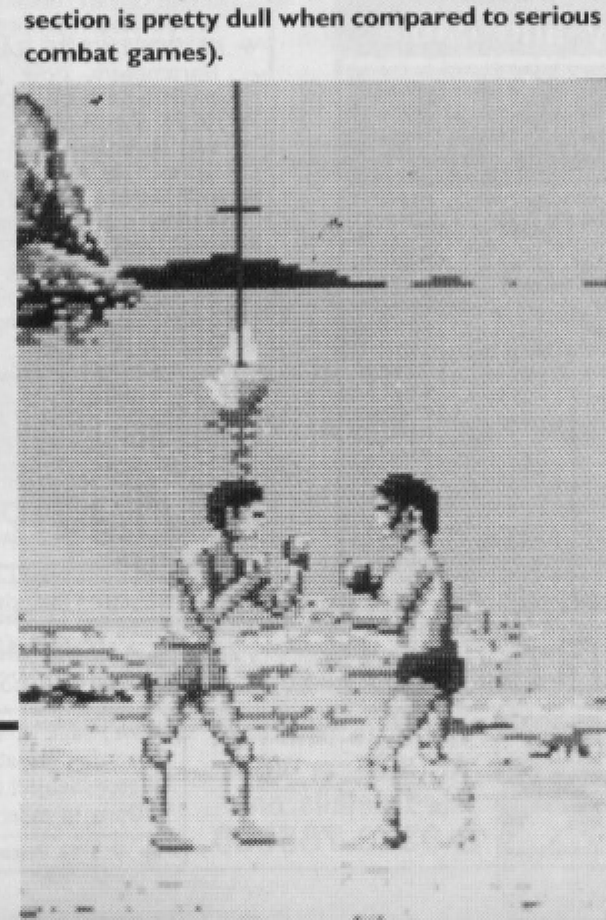




▼ The sub-games are also pretty raunchy – the first involves delivering some aphrodisiac... ho hum. There are also some special 'set piece' sections – the roulette wheel where you can place bets and win money (or lose it), fights (usually on the beach and you usually lose – actually this section is pretty dull when compared to serious combat games).



▲ Trips from exotic location to exotic location always start at the airport (obvious really). In keeping with the rest of the game, as a preamble to your flight you may be able to... um, get to know the woman at the ticket desk really well.



We've all seen smutty software before – some of us have even bought it. In fact, Strip Poker programs have almost become a mark of machine credibility – you knew the ST had arrived when the first Strip program turned up. But the odd pink pixel is one thing, programs about actually doing 'it' and which depicted 'it' were the province of funny little classified ads from dodgy Ron's private software shop. All were dire – PacMan was more erotic, but now we have Emmanuelle... smutty software with a difference.

The difference is that Emmanuelle isn't rubbish. The graphics are excellent (please stop sniggering I'm trying to be serious), there's a proper 'game' element and quite a wide variety of play options. Despite the great graphics and proper gameplay this would still be an ordinary piece of software... were it not for the graphic sex.

Sex as a game theme hasn't been...



nuelle

▲ **Alright then, I know what you really want to know about. Naked pixels! How many, where, and how detailed. The answers: loads, everywhere and quite. More specifically, when it comes to the crunch (more of a nibble really) with a female character the scene cuts to two shadows behind a designer blind, clearly recognisable as a woman sitting astride a man... jiggling. It's not completely tasteless, but nervous mothers and born-again Christians are going to have a hard time with it.**

erm, explored much, but since this game is an adaptation of the Emmanuelle book (yep those films were actually based on a novel!) which is all about sex and seduction, the game is about sex and seduction too.

The aim is to sleep with a vast number of women. More specifically, you try to raise your 'erotic attractiveness' rating and meet up with the elusive Emmanuelle, having located three mysterious statues along the way (I refuse to go any further into this in case Mr Angry of Surrey gets my phone number).



▼ **Seduction is a subtle affair. It basically consists of choosing the right two things to say from the list of chat-up lines. Some women like a direct approach, some need to be wooed... and saying the wrong thing inevitably leads to an instant brush off.**



◀ **Characters can be bribed to offer information: where is Emmanuelle, what's the best way to seduce the women at the bar? You know, the usual computer game kind of stuff. At other times and places you need a special object to gain admittance.**

ST

Is it erotic? Not really. I can't really get that excited by pixels. Is it much of a game? Well, it's better than you might expect, though maybe, to put it bluntly, sex is just one of those things that that intrinsically holds your interest... but how many people will buy this because they think it sounds like an interesting game design? The look is excellent: true French comic book style with a lot of fine details – some of the screens look like pages from a really classy new wave comic. Unfortunately the sound is cruddy, but it's unimportant. The constant disk changing is very irritating, but perhaps inevitable in a game that consists of a lot of individual screens. Compared to similar French 'comic' style software, Emmanuelle actually works as a game, it's not junk or just an excuse for dirty pictures. I suppose that you can expect your local Conservative MP to be publicly outraged... me? I quite liked it. Sexist as hell of course...

PRICE:	£19.99
RELEASE DATE:	Out Now
GRAPHICS	79%
SOUND	35%
PLAYABILITY	70%
VALUE	58%

OVERALL 69%

A

The Commodore version looks and feels identical to the Atari, and although the sound is marginally better, who cares in a game like this?

PRICE:	£19.99
RELEASE DATE:	Out Now
GRAPHICS	74%
SOUND	35%
PLAYABILITY	70%
VALUE	58%

OVERALL 69%

PC

This classy example of IBM innuendo is currently available to owners of both CGA and EGA machines at the same price as both other versions.

clik

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Originally devised in the late '70s as a stage play, Addictive's epic has waited 13 years for the curtains to go up on its opening night. Gary Whitta goes with the flow.

The Kristal



The Kristal is the result of taking just about every game genre in the book – arcade, adventure, shoot 'em up, combat, strategy... you name it – and rolling them all into one. Arcade adventure forms the main bulk of the game, with Dancis wandering around each of the 10 planets, searching for clues (at the outset he's oblivious to the planet's problems and can't even remember how he got there!)

All is not well down on the grief-stricken planet of Meltoca. The all-powerful Kirstal of Konos, a gem that keeps the Universe ticking over harmoniously, has been stolen by an evil band bent on galactic domination – and worse still, the misguided Princess of Meltoca is about to be fooled into marrying Finn Shador, one of the despots responsible for all the trouble.

But Meltoca has a hero (albeit an unlikely one). Last night, after a serious bout of heavy-duty 'mindjuice' quaffing on his home planet of Zapminola, space pirate Dancis Frake got completely out of his box and, with little regard for public safety, attempted to drive home in a drunken stupor. As fate (and alcohol) would have it, Dancis totally failed to find his way home and crash-landed on Meltoca instead. Surely this man was destined to come here, find the Kristal and restore peace and harmony to the Universe...



Set foot on any of the alien planets and the first thing that's likely to happen is that one of the natives will pick a fight with you. Combat is fairly simple – 16 offensive and defensive moves including thrusts, blocks and parries. Win the fight and your strength and psychic points are given a boost – lose and they're depleted.

Finding The Kristal isn't your only objective. Before you can get to it you end up in a mental battle against the leader of Kristalsnatchers – to survive this your Psychic and Strength levels must first be built up by chatting to the right people and winning the occasional swordfight.

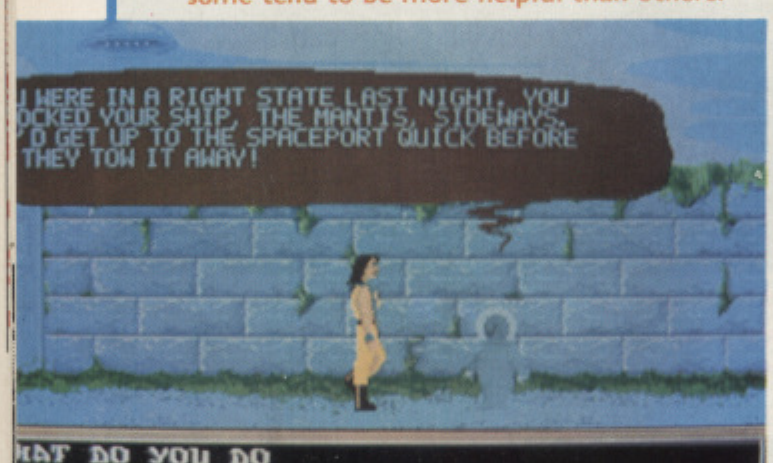




To alleviate the need for heavy-duty strategic thought, a spot of blasting is provided when travelling between planets. Here you're attacked by deadly space termites known as Akes – just give 'em a broadside and knock them all out before landing on the planet.



Conversation is achieved via an adventure-style text input window. Surprisingly the parser is a lot more friendly than most dedicated text adventures and 'I don't understand' responses are rare. How much information you can prise out of each character depends on their personality – some tend to be more helpful than others.



Click! It's love at first sight as you meet the voluptous princess. Treat her nicely and she'll give you a magic ring. Oh, and try a few improper suggestions. You might get more than you bargained for.



A

Previous attempts at combining different gameplay elements have never worked as well as this. The balance is just right, although there is a little too much swordfighting on the more hostile planets. There's a constant compulsion to keep exploring if only to see the next screen and this is partly due to the exquisite backdrops put together by Mike Haigh and David Hardy (better known to science fiction fans as an illustrator for much of Isaac Asimov's work). The designers have had the good sense not to bog things down with a heavy duty plot – indeed there's a strong tongue-in-cheek feel throughout. Look out for the crazily named characters such as Gloop, Malvalla and Nedrod of the Two Bones. The spaceships are 17th century Galleons complete with rowing oars, and Patrick Moore was even roped into the project to provide some speech for a sampled introduction! The whole thing is very camp, much like the old swashbuckling Errol Flynn movies of the 30's and 40's. The Kristal's two strong points are its complexity and sheer size. Firstly none of the problems are too cryptic... for example it's not difficult to fathom out that you need to take the heat resistance pills before you can visit the volcano planet – but how do you find them? and because characters and objects never stay in the same place for long you can forget about any kind of written pre-set solution. This is what arcade adventurers have been waiting for – an original, enjoyable and well designed blend of game styles.

PRICE:	£29.95
RELEASE DATE:	Out Now
GRAPHICS	87%
SOUND	82%
PLAYABILITY	88%
VALUE	80%
OVERALL	**88%**

In certain areas Dancis can walk in and out of the screen as well as horizontally. It's best to make frequent use of this, as many useful objects are hidden away at the back of the screen. Be warned though, on this screen for example, stray too far forward and you'll stumble over the cliff... aaaarrrgh!



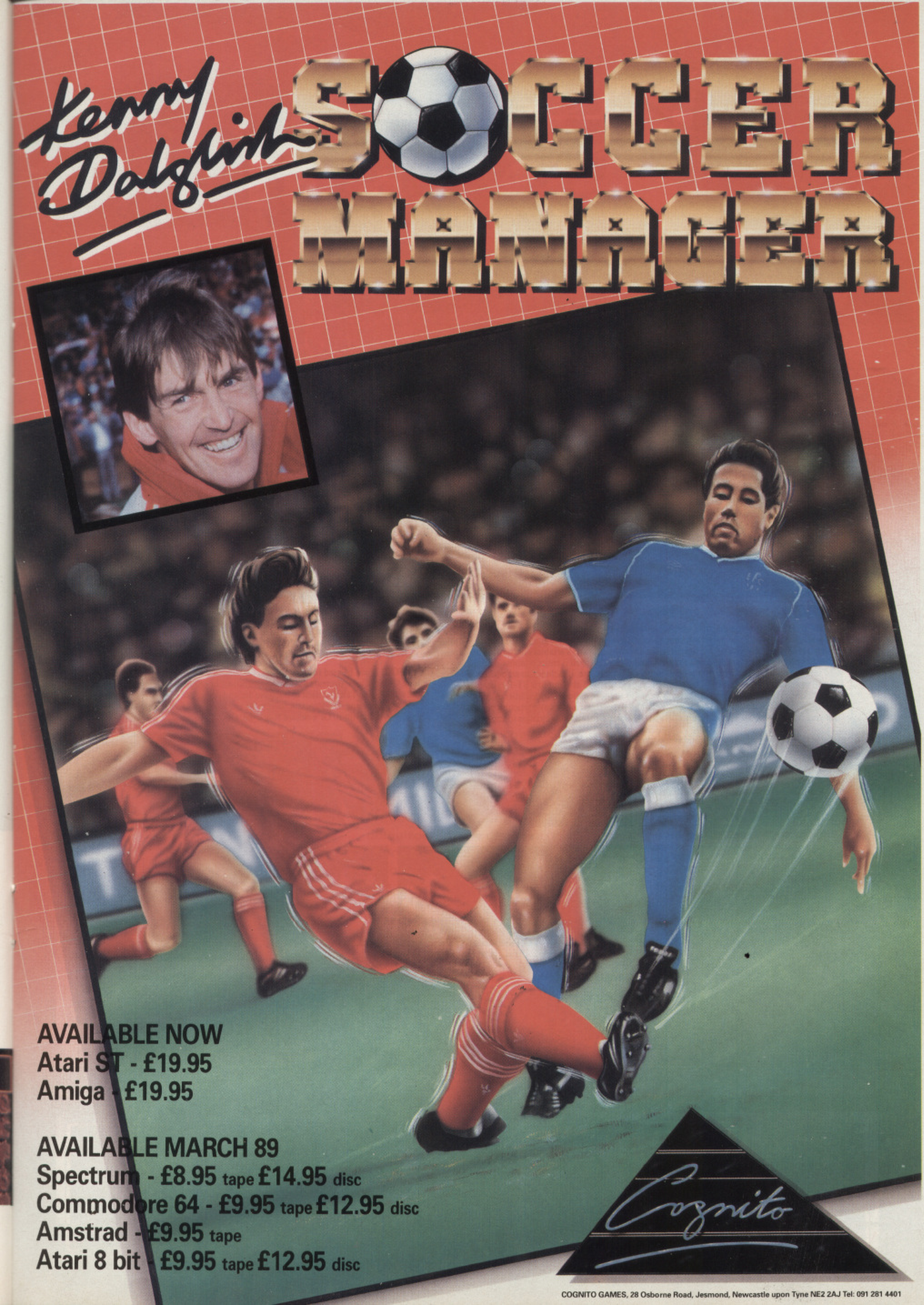
ST

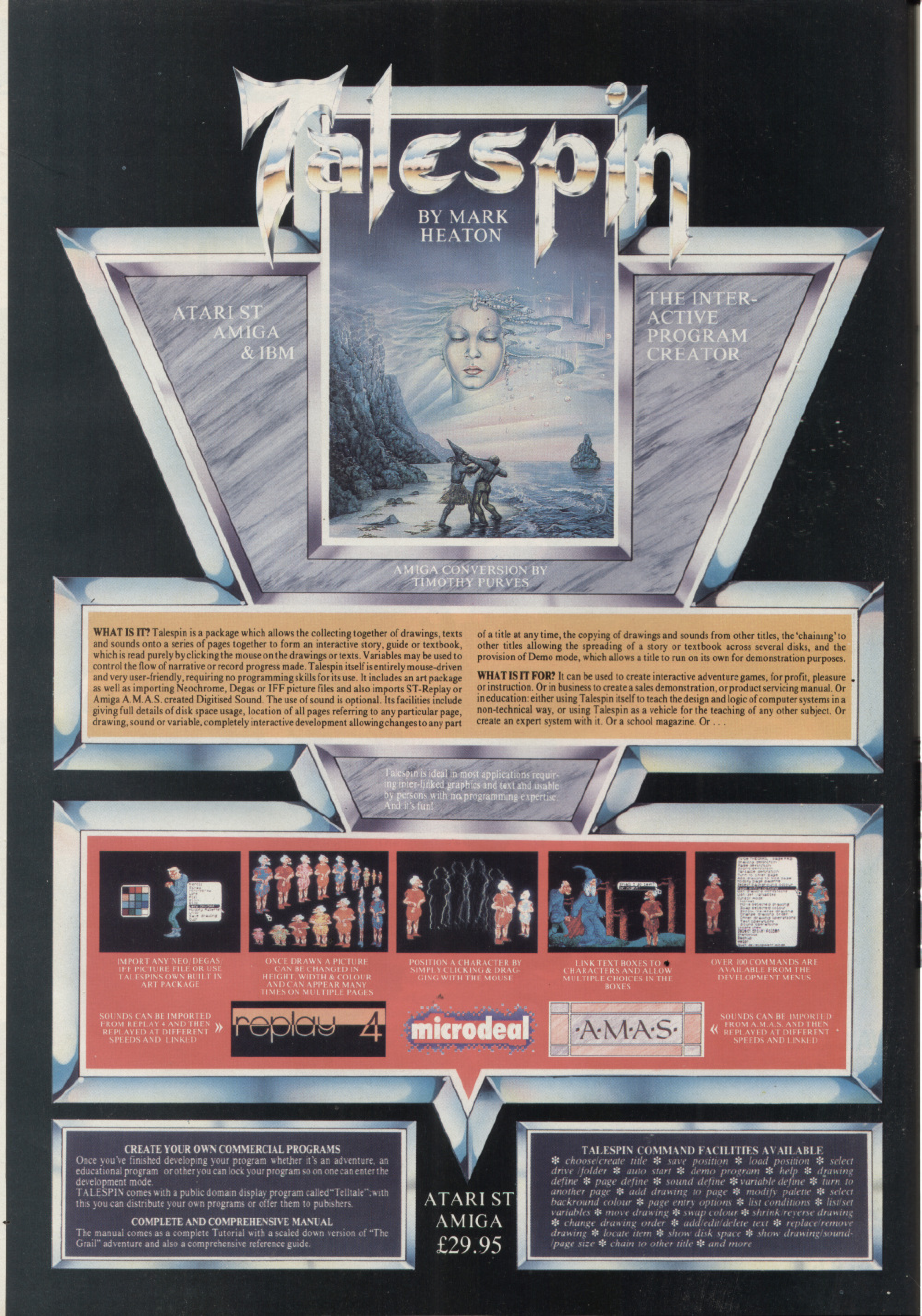
An interesting point is that this version will only occupy three disks (as opposed to the Amiga's four), thanks to a new compression technique designed by two ST specialists who were brought in specifically for that task. Otherwise the gameplay remains identical – in fact there may even be a touch more variety in the sound effects as the programmers found there was still some spare memory left when they'd finished. Weird eh?

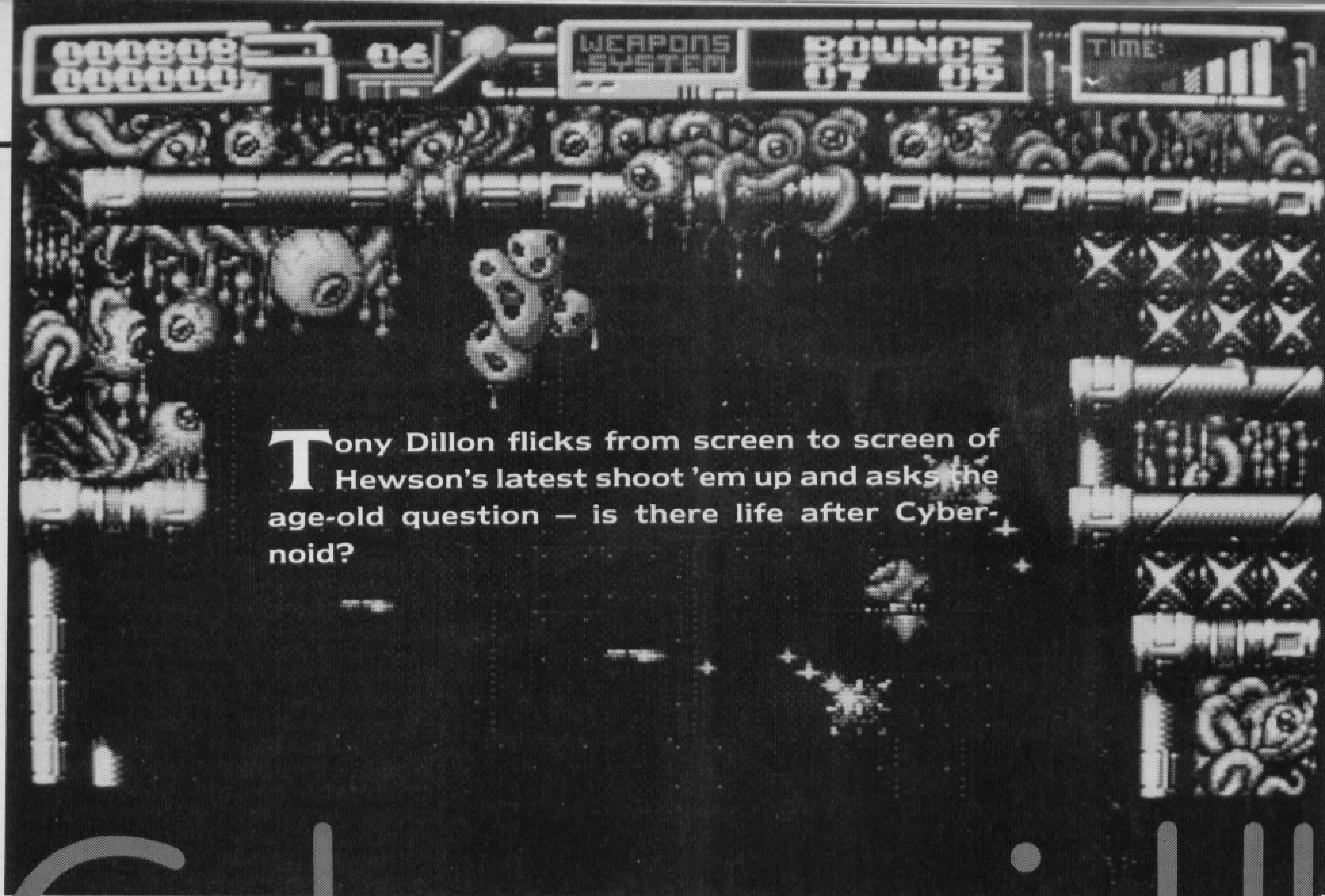
PC

Work has only just started, and since all of the graphics will have to be redrawn from scratch there's plenty of solid graft to be done before it's completed and so it won't appear until June. CGA, EGA and VGA versions are all planned.



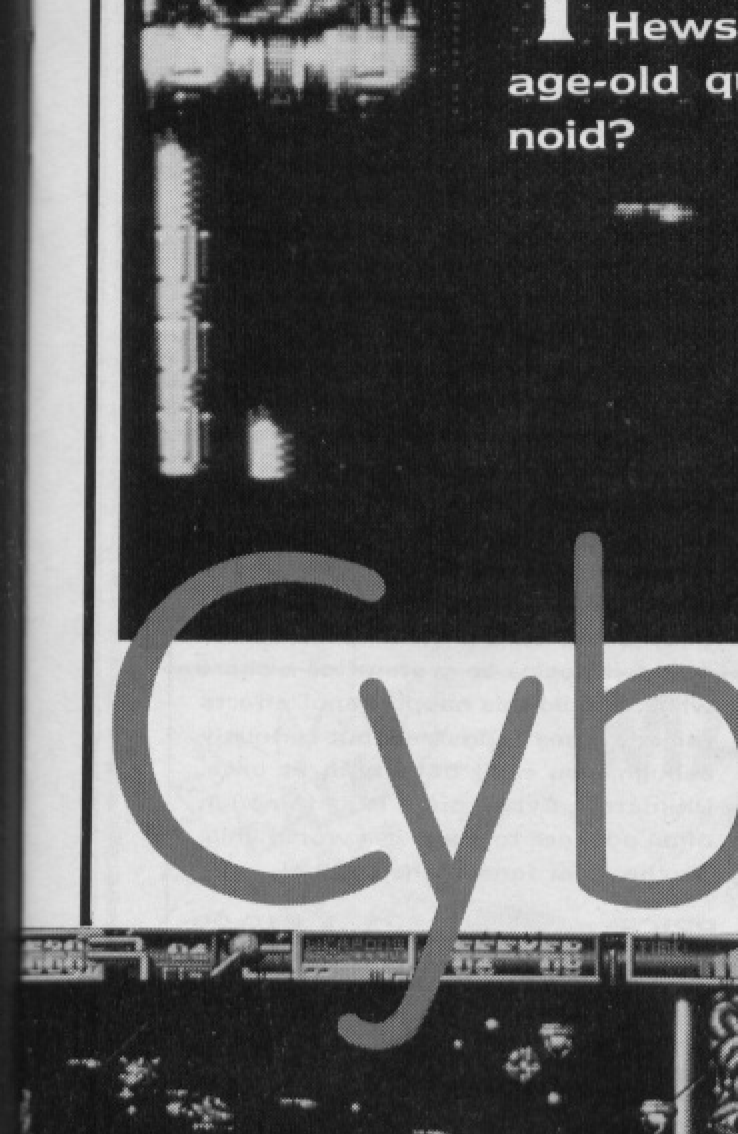

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Tony Dillon flicks from screen to screen of Hewson's latest shoot 'em up and asks the age-old question – is there life after Cybernoid?

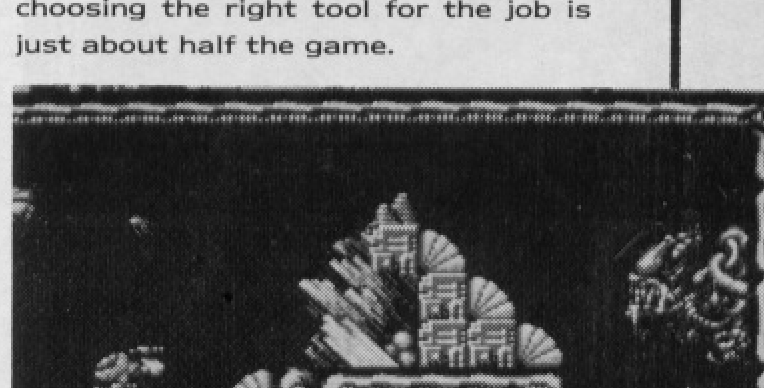
Cybernoid II

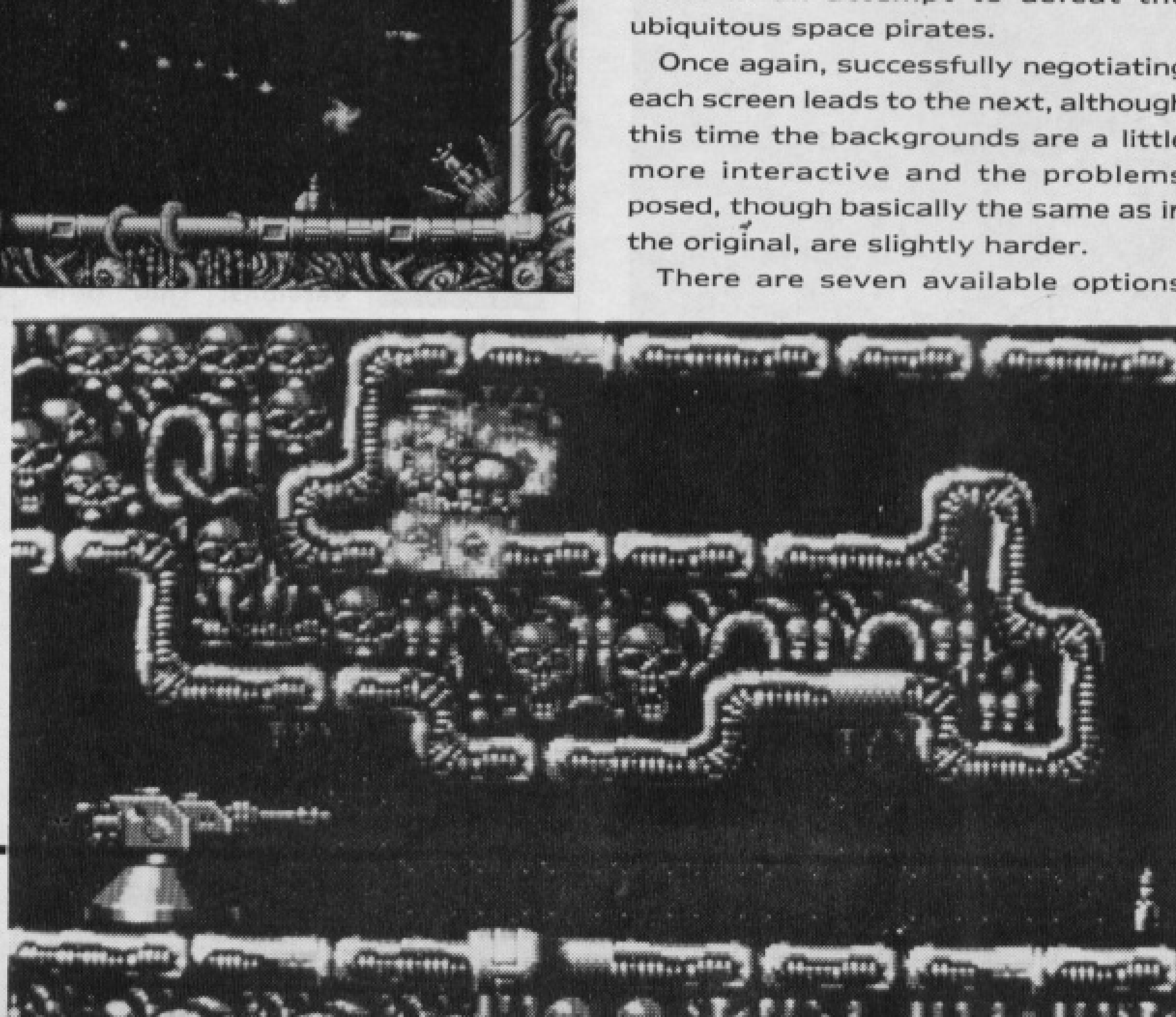


Following the success of the 8-bit original and sequel, Hewson once again sends the good ship Cybernoid into a deadly flick-screen maze in an attempt to defeat the ubiquitous space pirates.

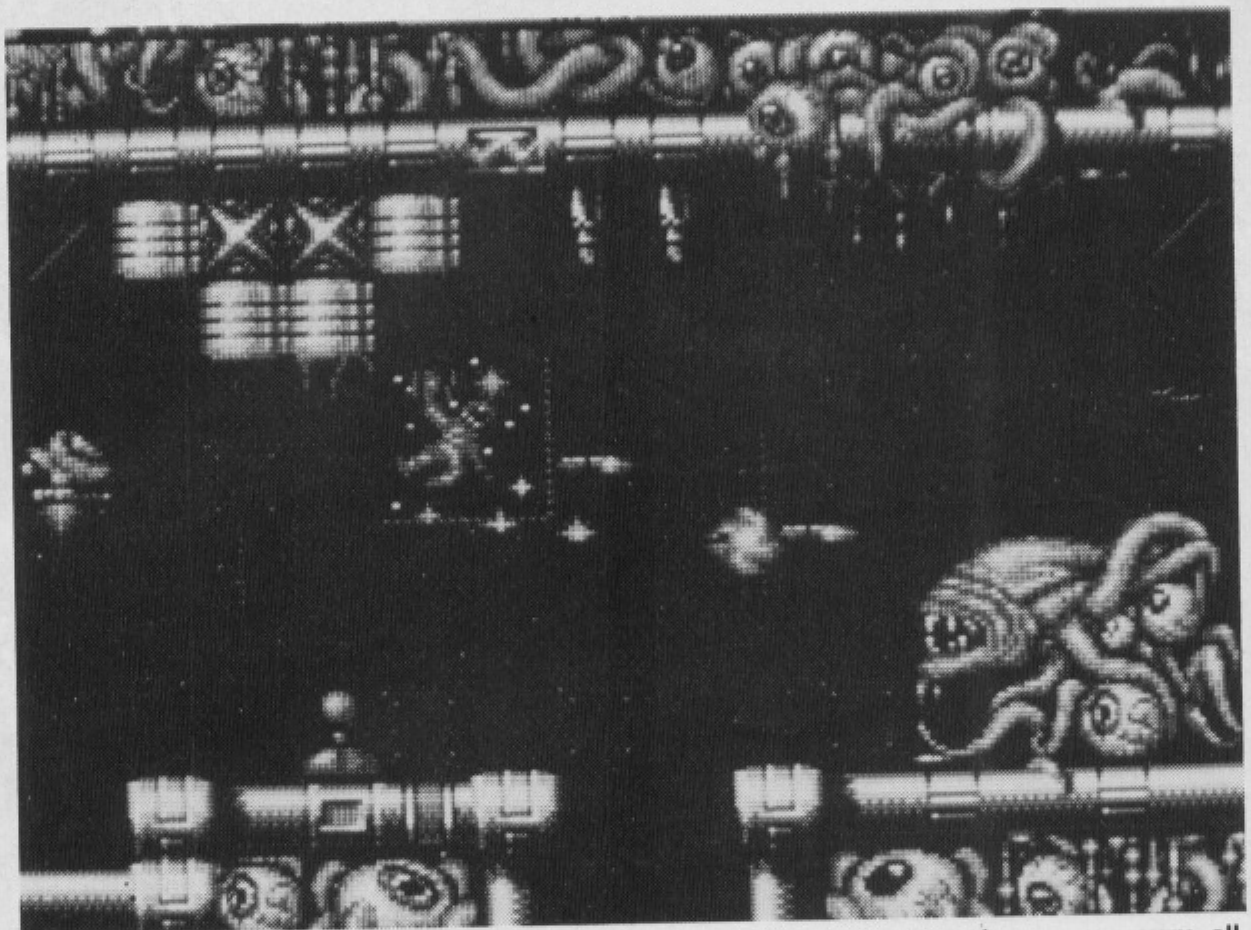
Once again, successfully negotiating each screen leads to the next, although this time the backgrounds are a little more interactive and the problems posed, though basically the same as in the original, are slightly harder.

There are seven available options (including weapons, power and a shield), each accessed by a function key. As in the original, a certain weapon or combination of weapons is needed to complete each screen and choosing the right tool for the job is just about half the game.

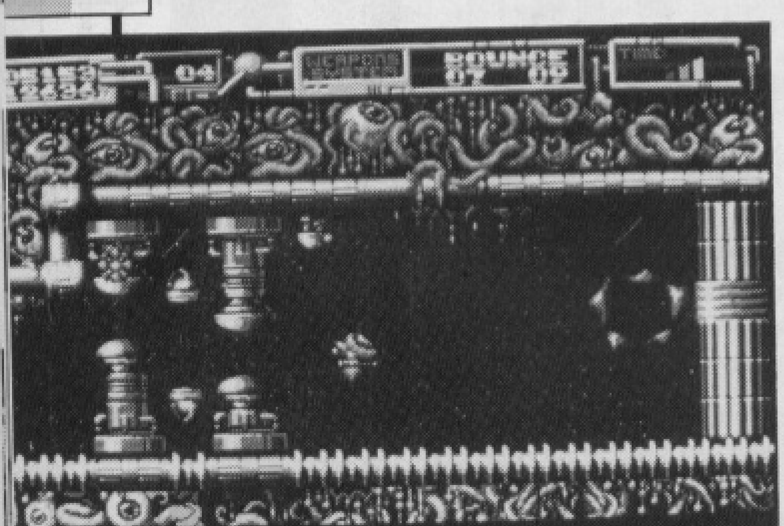




REVIEW

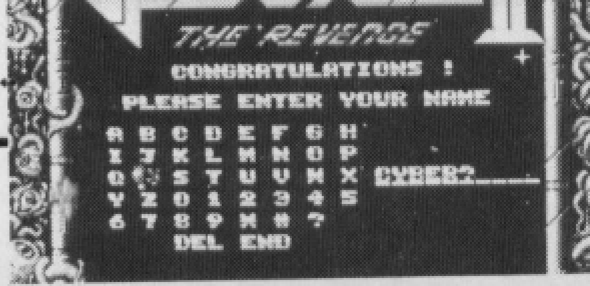


▲ See that blob? That's a Seeker, just one of the many weapons in your armoury, all selected by pressing one of the function keys. The weapons range from the usual forward firing bullets to bouncing and smart bombs. Unfortunately they're all limited, as is your time.

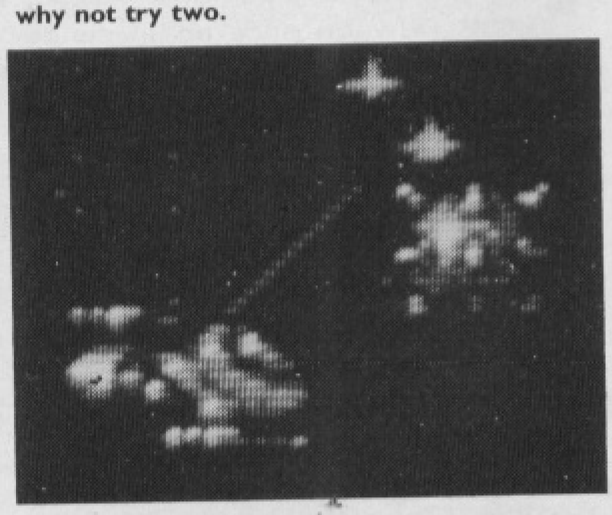


▲ The large hole in the wall is, in fact, the portal to the next level. Just fly into it for a healthy bonus and a harder challenge.

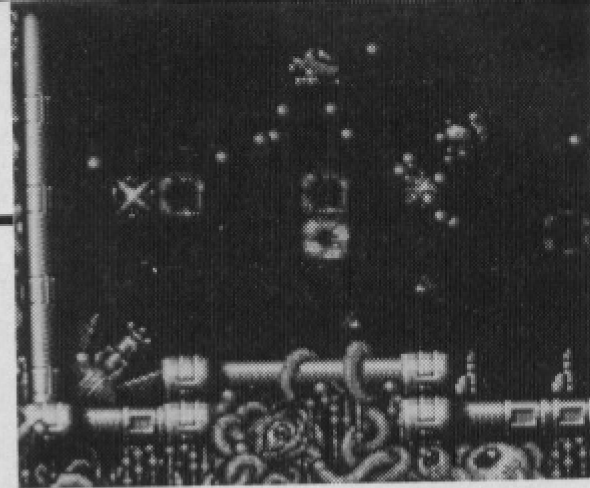
▼ Everybody tries to be cute and clever when it comes to high score tables, but this has to be one of the most extravagant yet. Select a letter, and the Cybership flies to it, picks it up, and deposits it on the rack, before flying back to it's landing pad. When you delete a letter, the ship flies over, shoots the appropriate letter on the rack, and then flies back. Cute but unnecessary.



▼ This is what I call real destructive power. The Cybermace is a spiked steel ball that acts as an extra bit of physical protection should any aliens get a little close. And if you think that's effective, then why not try two.







▲ Explosion freaks who thrilled to the destruction of the original will be happy to know that all the colourful, noisy explosions are still there.

A Although Cybernoid represents an improvement over its predecessor, it still suffers from many of the original's faults. There hasn't been much advancement graphically – for example, the sprites still look small and flat, even if they have been ever-so-slightly redefined. The backdrops are better, but they're still messy and there's often far too much going on on-screen. The gameplay however is one aspect which has improved – there are now more types of hazard to negotiate and more fiendish puzzles to solve (and there's still enough straight blasting action to keep die-hard shoot 'em up fanatics content). A groovy tune plays throughout, but as with most in-game music, it begins to grate after a short while. Should this happen, spot effects can be turned on instead, but curiously enough, you can't have both at once. Ultimately, Cybernoid II is just enough of an advance to make it a worthwhile purchase for fans of the original.

PRICE:	£19.99
RELEASE DATE:	Mid April
GRAPHICS	62%
SOUND	69%
PLAYABILITY	68%
VALUE	59%

OVERALL 67%

ST Although there was a great deal of difference between the original Atari and Commodore versions, this time around the two are much more closely matched. The look and feel is almost identical across both formats, with the usual inferior sound marking the only appreciable difference.

PRICE:	£19.99
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TIPS

FALCON

Spectrum HoloByte/ Mirrorsoft

If you have trouble landing the F-16 try this. Once over the runway reduce throttle to zero. As the plane dips towards the ground keep the '*' key pressed to level the plane out 'til it touches down (remember to lower the undercarriage though).

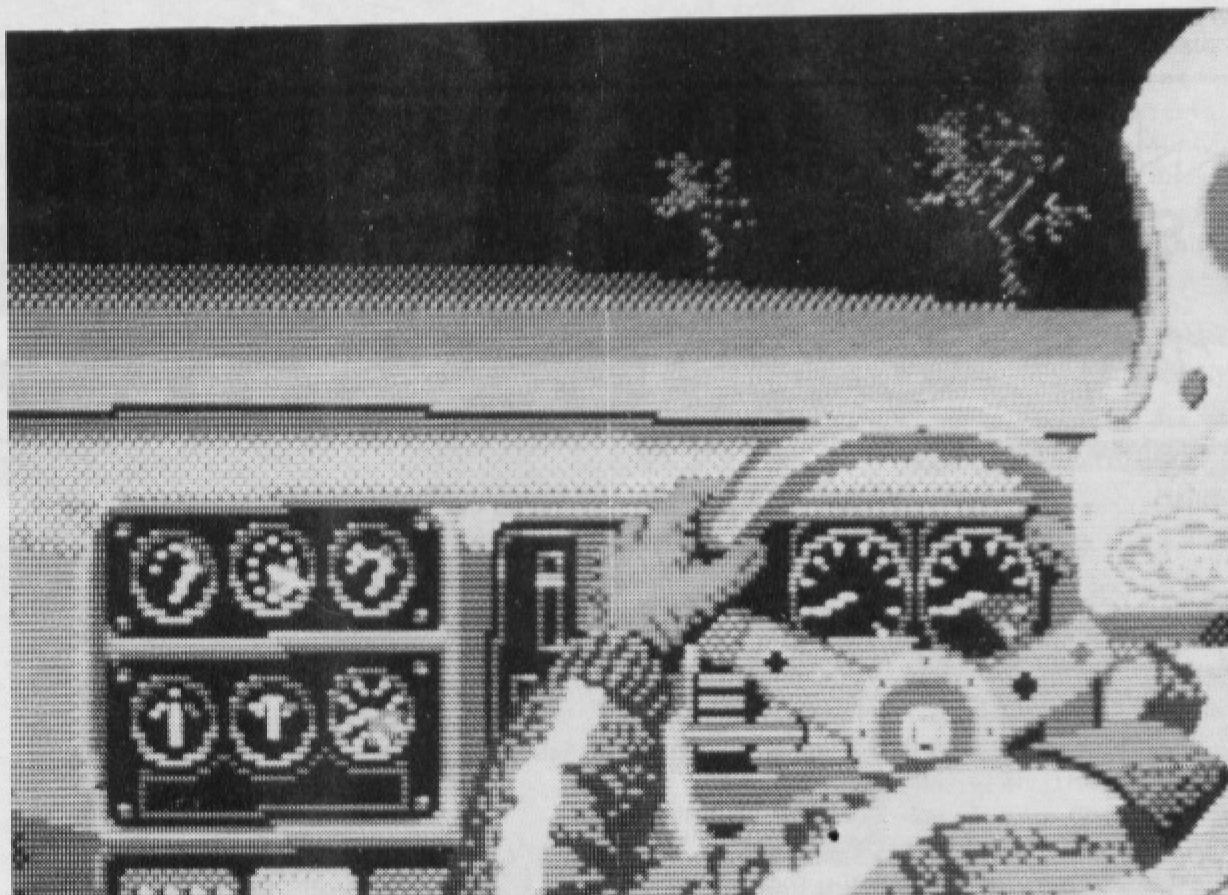
Also, pressing 'X', SHIFT and CTRL simultaneously gives eight sidewinders, a full magazine for the cannon, and increased after-burner power. Repeat the process when necessary.

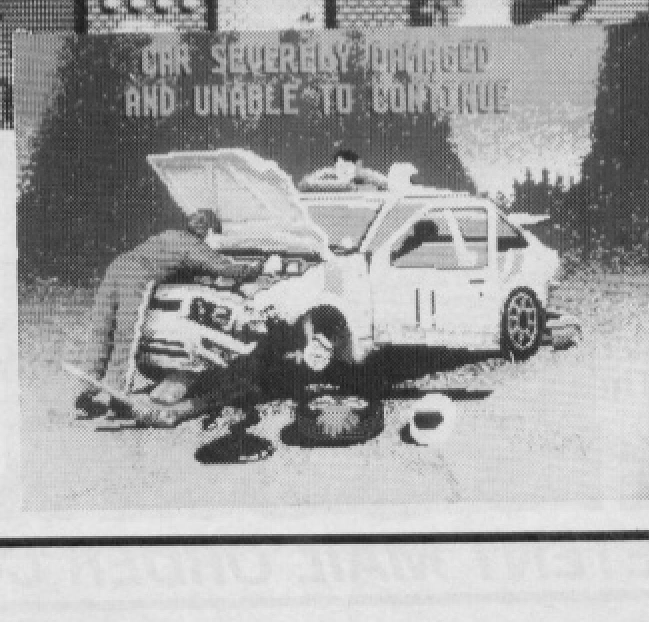
LOMBARD RAC RALLY

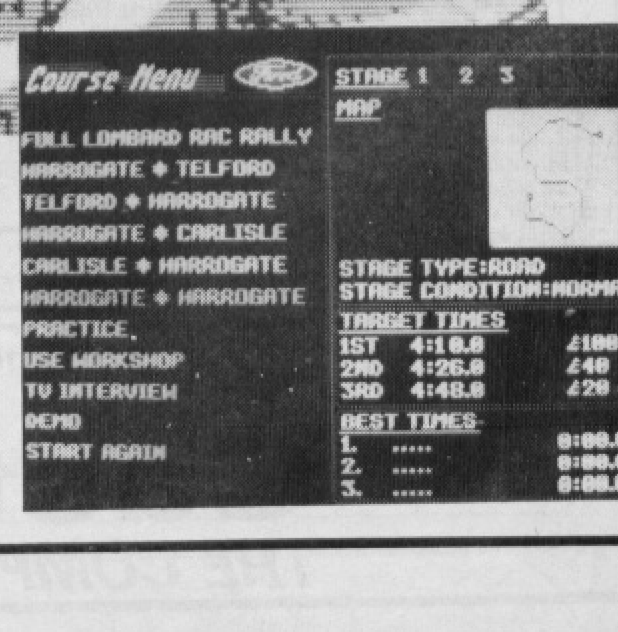
Mandarin

The complete questions and answers for the Television Interview section...

1) What is curious about the Cadet GSI?
B: It has a second footbrake.
2) Who won the 1980 Lombard RAC Rally?
B: H Toivonen & P White
3) The Ypres Rally in Belgium is held over?
A: 24 hours
4) Which company provided the tyres for the 1988 Lombard RAC Rally?
A: Pirelli
5) Where is Nuremburg 24 Rally held?
B: Germany
6) How long has Lombard sponsored the Rally?
C: 14 years
7) Who won the 1977 Olympus Rally?
C: Ron Richardson
8) How many levels are the RAC MSA Rallies held over?
B: Five graded levels
9) What is the nationality of the driver Kenith Erikson?
A: Swedish
10) Carne De Passage is?
C: A customs document
11) How many times has the Ford Escort won the Lombard RAC Rally?
B: Eight
12) What is the overall length of the Ford Sierra RS Cosworth?
B: 4.46 metres
13) During what decade did the Lombard RAC Rally not run?
A: 1940-1950
14) Who won the 17th New Zealand Rally?
C: Franz Whittingham
15) Which car won the first World Championship Rally for Group A cars?
C: Lancia
16) How much does a Peugeot 205 GTi weigh?
A: 880kg
17) Franz Whittingham was the first Austrian driver to?
B: Win a World Rally
18) Which is the only Rally with more than one starting point?
A: Monte Carlo
19) The time spent between arrival control and the stage start is known as?
B: Dead time
20) Part of the 1987 Rally was run at Clumber Park. In which county is this?
B: Nottinghamshire
21) A BMW group A car is avail-



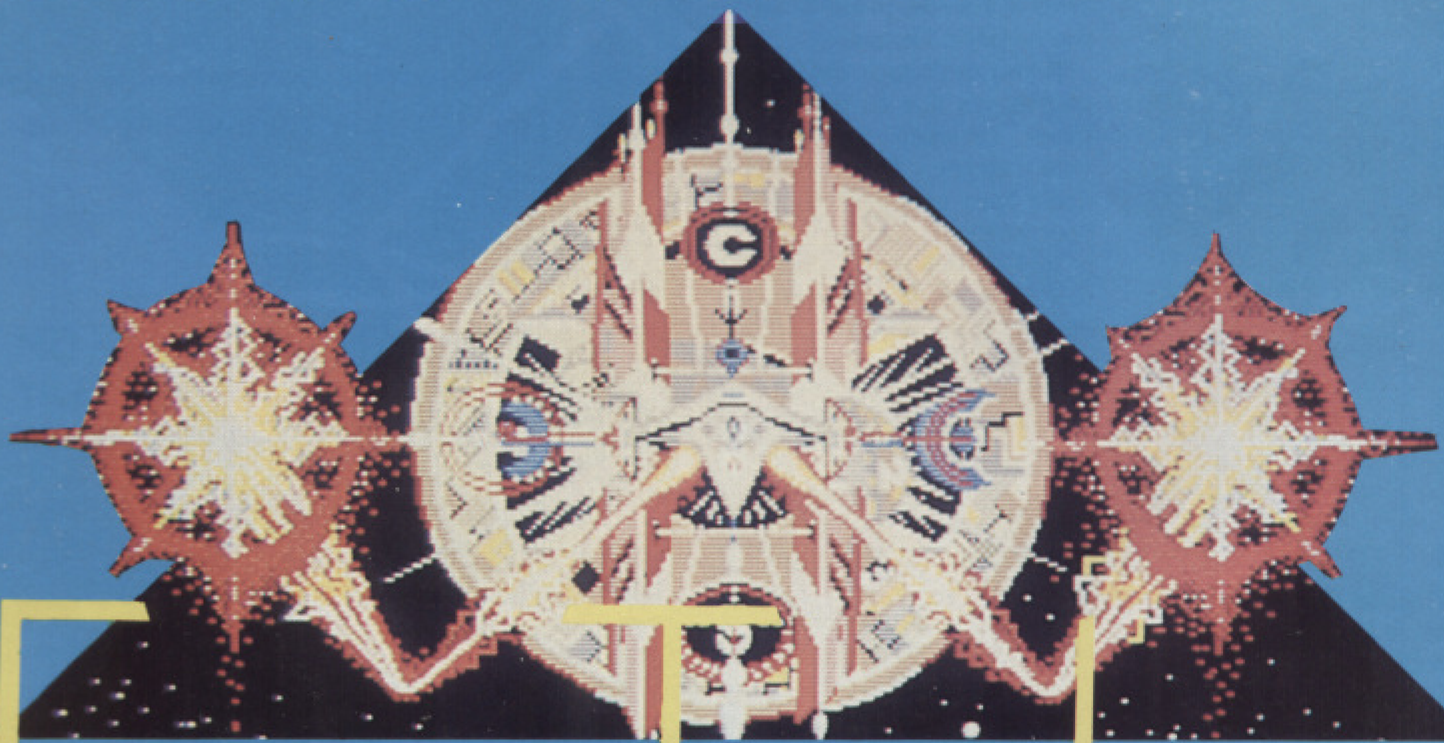




It was reviewed in our first issue and should have been launched in September of last year, but Gremlin's Federation Of Free Traders has only recently seen the light of day... along with assorted bugs and a seemingly incomplete manual. Author Paul Blythe lent a helping hand to make amends.

FOFT

Federation Of Free Traders



LET'S GO!

First things first: the objective is to score in excess of 9,000 points and thus reach the highest rank possible, progressing from humble Cadet through Commander to Admiral.

Shooting hostiles scores points. However there are over 32 different types of craft to be found, all of differing degrees of intelligence and aggression. Don't antagonise – just fight to survive.

The best way to earn points is to embark on and complete one of the 15 different missions. The higher your rank, the tougher the mission, and the tougher the mission, the greater the reward.

Before you can buy anything, you need money. You start with a mere 150 credits, so proficient trading is the order of the day. Use the money to improve your ship, and the better your ship, the better your chance of rising through the ranks.

Bear in mind: there's a one per cent handling charge on all purchases of equipment, so don't look too surprised when you get stung for more than you thought.

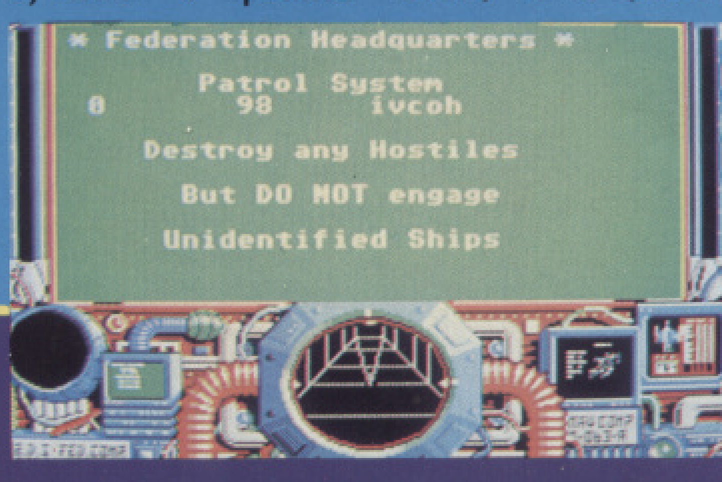
MISSIONS IMPOSSIBLE

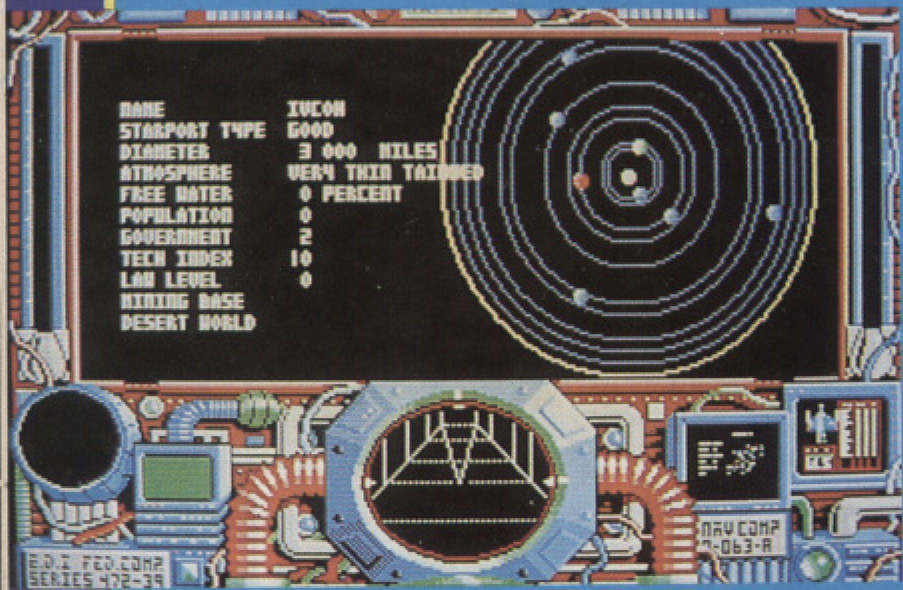
Press T and when the message 'ENTER USER TO TRANSMIT TO' appears, enter FOFT (RETURN). Federation HQ will now give you details of your mission. Note ALL details and keep them to hand. The numbers will be of use when you access the navigation computer to plot your course. Now press Q to leave Galnet followed by QUIT (RETURN) to leave EDI and return to reality.

A brief explanation of the first eight missions...

1) Take a message to a specified system for 50 credits.
2) Proceed to a specified system and contact HQ for further instructions for 10 credits.
3) Patrol a specified system and destroy any hostiles, but do not engage unidentified ships, for 100 credits.
4) Escort a convoy to a specified system then report back for 100 credits.
5) Rendezvous with a convoy at a specified system then escort it to another specified system for 100 credits.
6) Search for a lost ship in a specified system and recover any survivors for 100 credits.
7) Investigate strange losses in a specified system then report back for 150 credits.
8) Destroy a defective satellite in a specified system for 100 credits.

The other seven missions will have to remain a secret for the time being...





SETTING A COURSE

The Galactic Map has some keys to please... The joystick is used to spin the galaxy.

HELP Galaxy Map Zoom In
UNDO Galaxy Map Zoom Out
Keypad: **2** Move Cross-hair Down
4 Move Cross-hair Left
6 Move Cross-hair Right
8 Move Cross-hair Up
5 Lock Course

D Decode Planet Statistics
S Short Range Scan
SPACE Exit

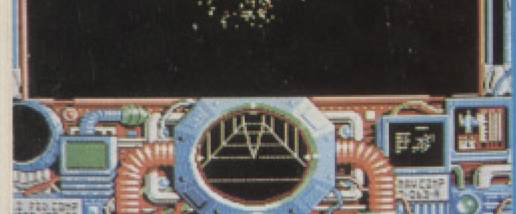
Press F6 to activate the navigation computer and view the spiral galaxy. A highlighted route is displayed if there is a mission to perform.

Press D for a schematic view of the system you are about to visit. Useful information is shown to the left of this display, so make use of this if you intend to trade with the locals on arrival.

Press the space bar to return to the view of the galaxy. The joystick is used to rotate the map and adjust your position. To lock onto a course, press 5 on the numeric keypad.

If you can't lock on to a course, it's due to the distance between you and your target. Either you don't have enough fuel, or your engines aren't capable of such a big jump. Trade on the 'net to earn enough money for fuel or to buy bigger engines. If money is a real problem. cut your journey into several smaller stages.

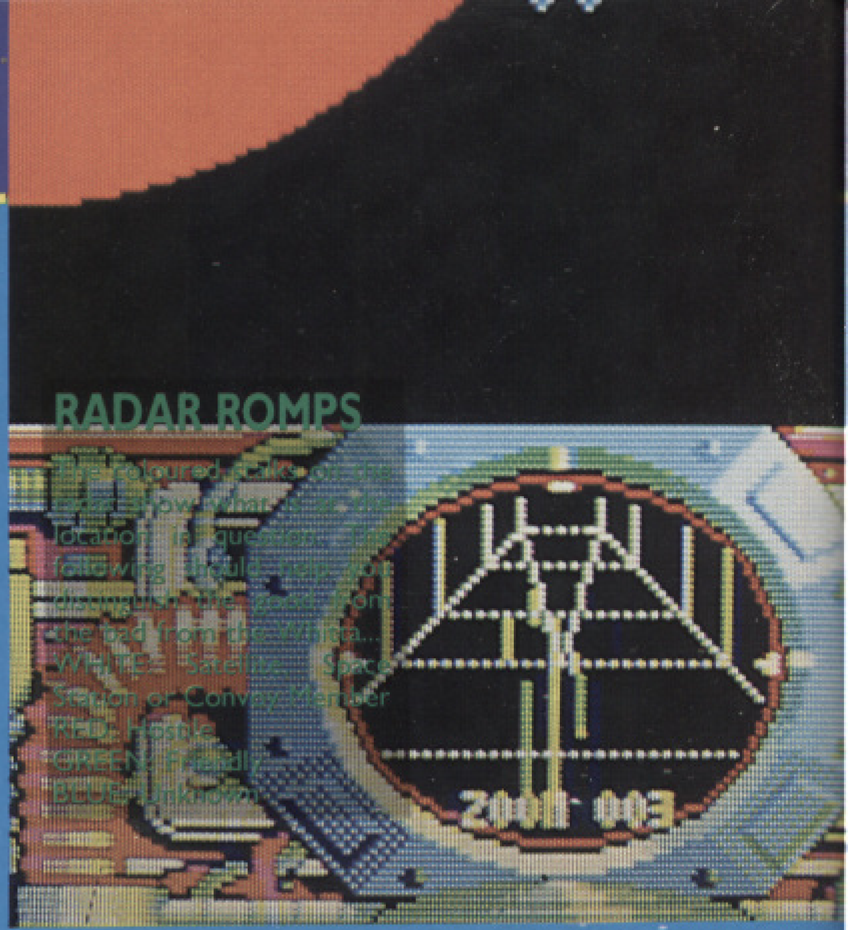
Keys 2, 4, 6 and 8 on the keypad move the white crosshair on the galaxy display. Once locked on course, press the space bar to look out of your cockpit, open the hangar doors by pressing BACKSPACE if docked and finally H to enter hyperspace.



PAY ATTENTION...

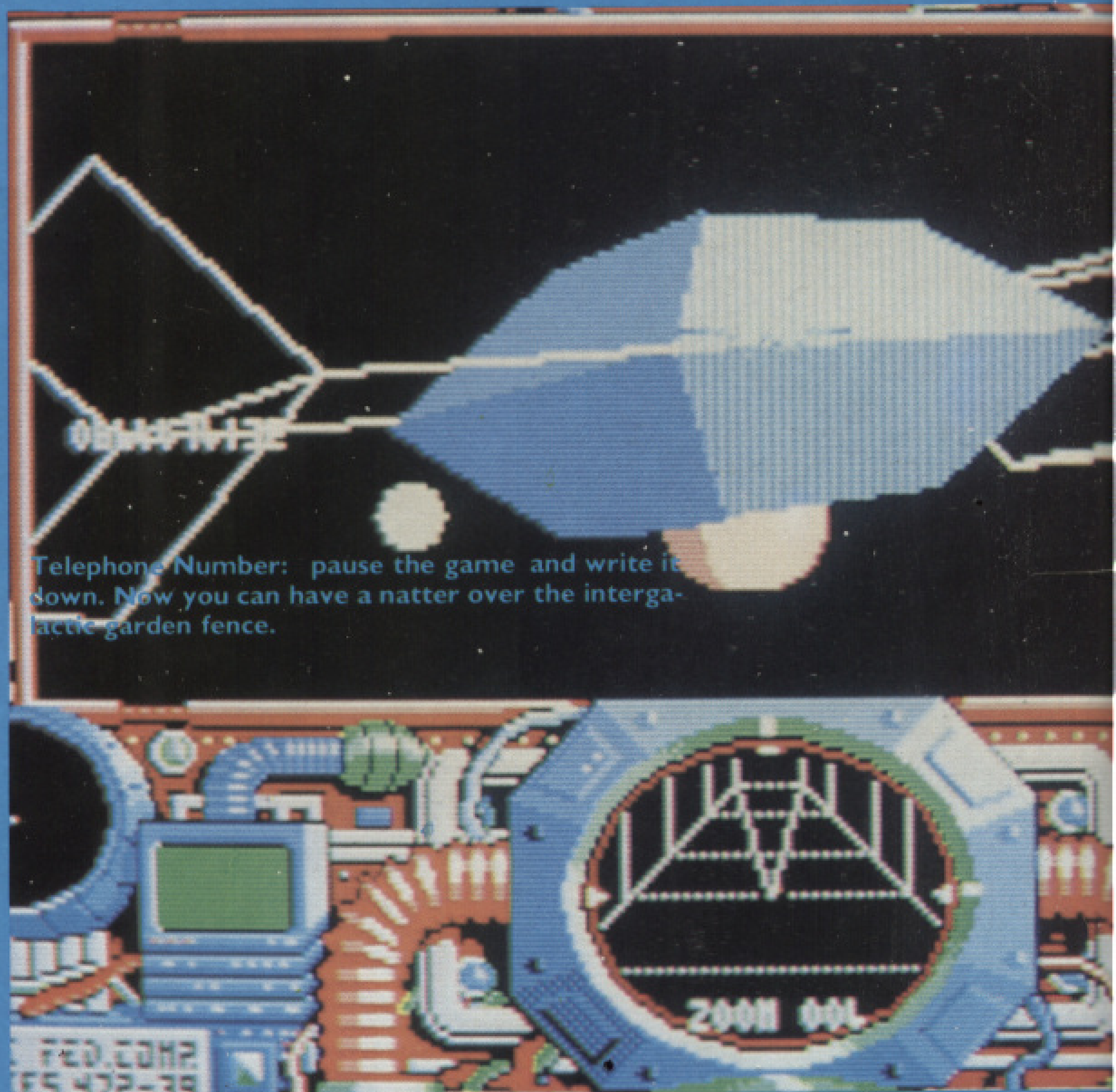
... to all planetary information as it's essential to trading, for example...

- A planet with a high government or law level is not the best place to sell weapons.
- Planets with high populations will always need food – especially those of a small diameter.
- Mining communities are your best bet for cheap ores and minerals.
- Planets with little or no atmosphere are unlikely to support humanoid life-forms – other than the Military (who are always interested in spare organs).
- High populations would suggest races of robots (who obviously don't need food).
- Little or no water on a planet means that chances are there's a healthy market for agricultural goods as the natives can't grow food.
- Buy hi-tech equipment from hi-tech planets and sell them to low-tech planets.



RADAR ROMPS

The coloured stalks on the radar show what is at the location in question. The following should help you distinguish the good from the bad from the White...
WHITE: Satellite, Space Station or Convoy Member
RED: Hostile
GREEN: Friendly
BLUE: Unknown

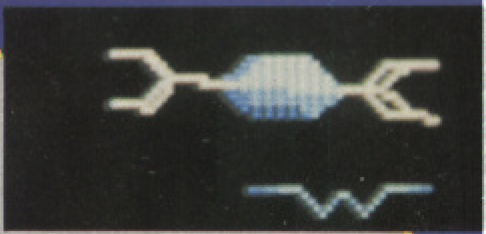


Telephone Number: pause the game and write it down. Now you can have a natter over the intergalactic garden fence.

THE DILITHIUM CRYSTALS CANNAE TAKE IT CAPTAIN

Damage Control is the place to be when things are going wrong. Remember, repairs take time, and time is money. You can always buy some more efficient droids (finances permitting), but at the end of the





READY EDI

Stay in the Space Station for protection and access Galnet (press F8 to activate EDI, the ship's computer, and type NET (RETURN) at the READY prompt). At the welcome prompt, type HELP (RETURN) and enter your name when asked.

The reply to the 'New Game' prompt is irrelevant if you have just loaded a game. However, if you are mid-game, a 'Yes' response



terminates your game in favour of a new one.

Once you have been given your ID number, the 'net's yours to explore and exploit. Available commands are then listed and are recalled at any time by pressing 'H' (alternatively, see page nine of the manual).

The option to download programs from the 'net only works if you know the name of the file you wish to download. This information is only found by playing the game.

NOT SO FREE TRADING

When conversing with other traders, don't call them names. It's a good idea to mention trading in some form – "Do you want to trade?" is a good question to ask.

BLACK MARKET

Black Market items to look out for include Class 4 Missiles, Towels, Mega-blasters (huge, planet-busting Ghetto-blasters), Digital Watches, SIMPLE Manuals (and you need them) and Mega-gin (plus other assorted Pangalactic Gargleblaster ingredients).

FAST BUCKS

To make money quickly: buy, then sell almost immediately. Look for something fairly cheap and buy it in bulk so the market suddenly has no supplier except you. Wait for a few seconds for the price to rise, then sell, sell, SELL (for reasonable profit). But remember: there's a one per cent handling charge, so your profit may not be as large as intended.

Lazy traders can earn 10,000 credits with ease, thanks to a simple cheat – a cheat which we're not going to tell you... not yet, anyway.

LANDING

Practice makes perfect, so try this when you first begin a game: press BACKSPACE to leave the satellite, use the ALTERNATE key to reduce your speed (shown to the right of your heads-up-display) from 020 to 000. You are now stationary (a negative number means you are in reverse).

At the bottom left of the screen is your Attitude Adviser. The arrow heads show the position of the nearest docking station or planet. There should only be one arrow head, pointing down. Push forward (up) on the joystick to tilt the craft's nose down. Shortly, you should be facing the planet. The Attitude Adviser becomes a diamond when you are on course.

Increase your speed to 020, then hold down the # key to Time Skip – unless enemy craft are present, in which case you should enter Navigation Computer, lock on course to the intended planet and then return to the main view and engage the hyperspace engines. Watch the Attitude Adviser in case you drift off course. The screen should turn red with the heat as you enter the atmosphere.

Use the Attitude Adviser to line up with the runway and when you are over it, point the nose down into a shallow dive. If everything is safe, the on-board systems will take over and land the ship for you.

DOCKING

SPACE STATION

The quickest way to dock is this: zoom in or out on the radar until you see a white line. Fly towards it at full speed. When you are in range, a light on panel will flash, indicating you should activate the docking computer.

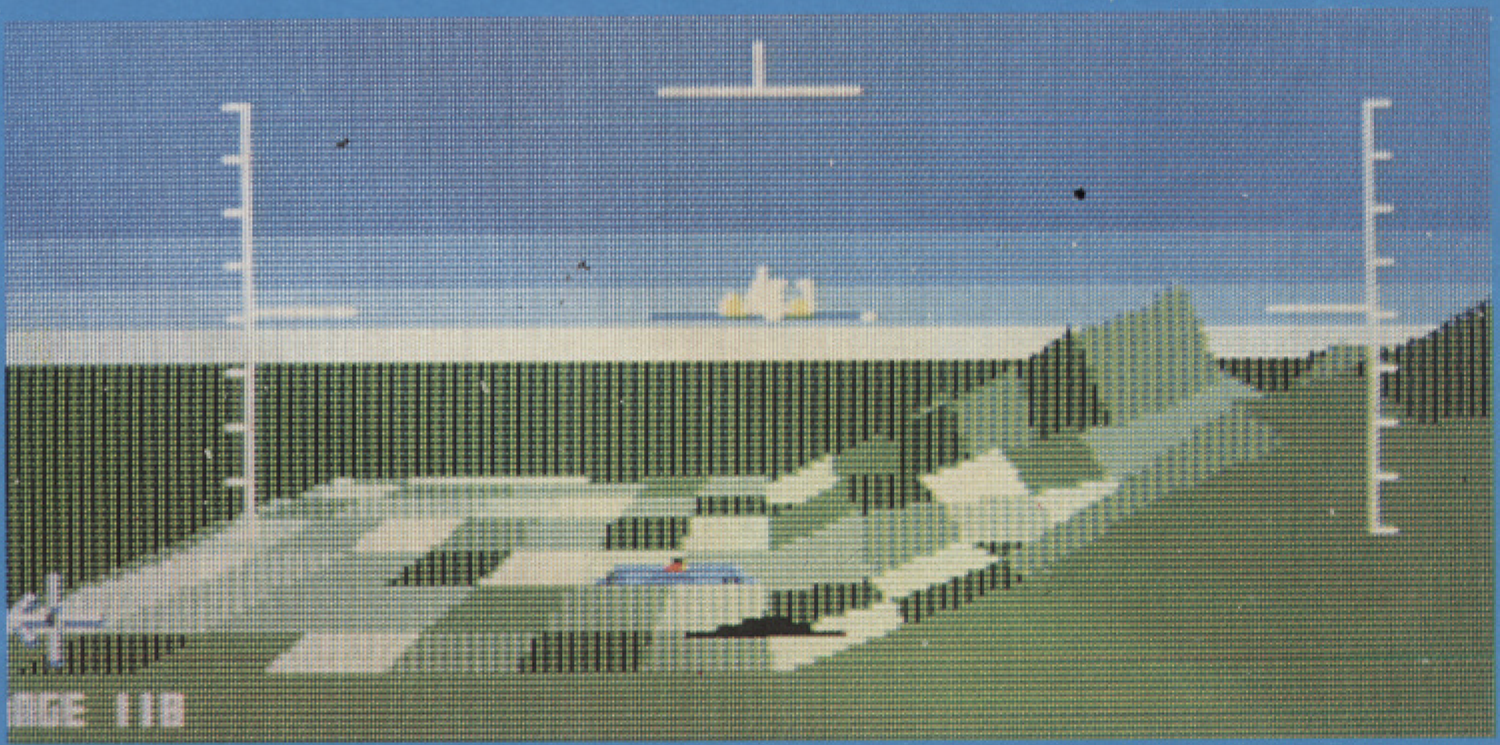
PLANET

The fastest way to land on a planet is to dock with a space station then launch immediately. Pull back (down) on the stick and line up with the planet. The space station will allow you to Time Skip when you leave it. Why do you need to land? For trading prices, or because a mission demands it.

It takes time to reach a runway. Should you miss it, your best bet is to pull back and leave the atmosphere before attempting re-entry.

You can either fly high and safe, or low and dangerously. Keep level at roughly the height shown, then when the need to shoot something arises, tap forward (up) to briefly dip the nose and move the cursor to the floor and fire. Now pull up – PULL UP!





day effective droid management is of the essence. Better still, avoid getting damaged in the first place.

The keys? Here you are then...

RETURN Activate Selector

+ Add Free Droid To Highlighted System

– Remove Droid From Highlighted System

↑ Move Highlight ↓

SPACE Exit



GENERAL TIPS

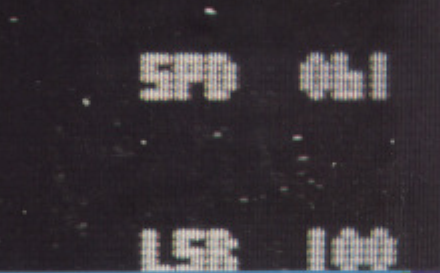
COMBAT

Install a third weapon system as soon as finances permit. Use missiles wherever possible. Drones are useful. When in direct combat (is there any other sort?), shoot your way through your weapons system. If all else fails, run for it (better to live coward than a dead hero).



TIME SKIP

The Time Skip function is tied to speed at which you travel. Flying at zero speed and activating the Time Skip won't get you anywhere – travel at full speed for maximum effect. Also bear in mind that Space Stations actually stop Time Skipping.



FOFT QUERIES

Dr Garland of Peverell in Plymouth is one of many who wrote to us to question and complain about FOFT. It seems that the instruction booklet is inadequate for a game of this complexity. For the benefit of the Doc, and others in the same boat, the following questions were put to Paul Blythe.

Q "Why oh why did the author use 12-digit numbers for access codes?" asks Dr Garland. "They are exceedingly difficult and tedious to enter and nigh on impossible to read in the time given when 'waterlining' another ship."

A *The numbers are derived from several things about the craft and its pilot, such as moods and so on. As such, the numbers are actually required by the program.*

Q Trading with other ships is like talking to a version of Eliza. According to the inventory screen I had Small Arms, so when the trader asked me what I had, I quite naturally answered with his words. The parser appears not to understand the words used to describe the tradeable items. What do I do to trade?

A *Items traded on the Black Market (ie: with other traders), are not the same as items available on the 'net. Thus the parser won't recognise items like Small Arms as it doesn't need to know words like that. The routine is written in such a way that if you enter three unintelligible things in a row, the program starts its own conversation, or at worst logs off.*

SIMPLE SIMPLE?

Q The instructions for SIMPLE are not simple, indeed I have seen clearer text in a PET manual. The examples given do not seem to work. When I tried entering a program I received an error message and all the capital letter I's from then on (as in the EDI screen prompt) were garbage.

A *Oh. I've not heard that error before. There were manual problems due to a lack of communication between us and the company producing it, and most of the alterations made weren't caught. The reason the example program doesn't work is down to the fact that it was written over a year ago and I'd since changed the maximum screen width and character set. The appendix in the back of the ST BASIC manual is useful reference.*

ELITE CHEAT?

Q I typed in the world Elite to see if there were any hidden messages (as the game is referred to on the bulletin board). To my surpise the program accessed the disk to load a new game and from then on seemed to be running at about 1/10th of its normal speed. This phenomenon occured later and randomly after rebooting the ST.

A *Elite means nothing. You hit the L key and loaded a new game. The speed depreciation could be a bug, although it's not one I can recreate. Try holding down the Time Skip key to get out of it.*

The save game was my biggest headache. There's a problem with the Atari's Write Multiple Sector Command for the floppy disk controller. It only functions correctly if you write a whole track to the disk – write out any part and the disk gets corrupted. I'm using the first sector as a header, and the other nine for saving game information, so when I wrote only nine sectors to the disk, the hardware damaged the last sector.

Q Finally, the most serious problem. I powered up, logged on and entered the ship's computer. I typed EDIT and once in SLE typed CAT. The program crashed out with four bombs appearing on screen.

A *There should be an addendum sheet supplied. Type NEW before you type EDIT. Try CAT followed by a space – if this doesn't work, get in contact with Gremlin.*

COMPLETE KEY GUIDE

A handy source of reference, just to make life nice 'n' easy.

F1 Communications Mode
F2 Arm Primary Weapons System
F3 Arm Secondary Weapons System
F4 Arm Tertiary Weapons System
F5 Audible Threat Warning On/Off
F6 Navigation Computer
F7 Damage Control
F8 Ship's Computer
F9 Radar Zoom In
F10 Radar Zoom Out

1 Arm Escape Pod
2 Disengage Escape Pod

CONTROL Accelerate
ALTERNATE Decelerate

D Engage Docking Computer
H Hyperspace
K Kill Tune, Play SFX
L Load Game
M Play Current Tune
P Pause
S Save Game
Timeskip
BACKSPACE Launch
HELP Music Select



able in kit form, it is?
A: M3

22) How many times has the Mini won the Rally?
A: 1

23) In what year was the Rally cancelled due to foot and mouth disease?
B: 1967

24) What is the RAC British Motorsport's Yearbook known as?
A: The Blue Book

25) The Japanese Supra 3.0i had which problem in the 1987 Safari Rally?
A: Overheating

26) How many Marshalls are involved in the running of the Rally?
C: 15,000

27) Who was the 1987 Soviet Union national champion?
C: Ilmar Rossier

28) The Nissan 200sx made its first European Rally appearance in?
A: Greece

29) What is the Targa system?
B: A route timing system

30) Who won the seventh Malborough Rally of Argentina?
C: Micky Biassion

31) Are two-way radios allowed between crews and service-crews?
A: Yes

32) What is the maximum number of starters allowed in the 1988 Lombard RAC Rally?
B: 180

33) What is the alternative route defining system known as?
C: The Tulip Card

34) What is the engine size of the Ford RS Cosworth?
B: 1993cc

35) What is the RAC MSA speed limit in road Rallys?
A: 30mph

36) Which manufacturer won the 1987 RAC Rally?
B: Lancia

37) Who was the first driver to participate in 100 WCR events?
A: Hannu Mikola

38) Lancia won the Monte Carlo Rally with Aereia in?
B: 1954



SWORD OF SODAN

Discovery Software

The giant on Level Three should be killed with an overhead blow. His club drains your energy considerably so avoid it at all costs.

On Levei Six use the Power Shield to avoid the traps.

Use the overhead blow to kill the flying creatures on Level Seven and the Magic Zapper for the man at the end.

Level Eight is tricky, but a good tip is to listen for the fire while looking at the top of the screen to avoid the falling walls. On the Blocks section, walk to the edge of the lava pool and jump onto the first block when it is almost at the edge. Jump onto the other blocks when they are as close as possible to yours. Jump from the third block when it is at the very edge of the floor. When you reach the skull, hit its teeth to open the exit.

Walk to the bird on Level Nine then walk backwards to make it kill the creature. Hit the bits of fire to stop them hitting you. Use a Magic Zapper as soon as you start on Level 10, then activate a Power Shield. Kill the man as quickly as possible and jump right to finish the level.

On Level 11, jump towards the massive creature and hit it while using the Power Shield from the previous level. Stand fairly close to the Wizard and jump through the energy he fires as soon as it's within touching distance. Activate the Power Shield and the Magic Zappers when he goes crazy and walk forward to hit him.

And then you can sod-ov to the end sequence (chortle).

AFTERBURNER

Activision/Sega

Simply fly to the top left hand corner of the screen to avoid incoming missiles and planes. Increase speed to full to avoid infra-red missiles coming from behind. Decrease speed on Levels Eight and 17 however to avoid the rocks.

R-TYPE

Electric Dreams

When you're asked to insert disk B, press the HELP key, type ME followed by the up arrow key. Then continue loading as normal. While playing you can now press:
F5 – For invulnerability from collisions with backdrops or aliens.
F6 – For invulnerability from collisions with alien's bullets.
F7 – For infinite credits.
F8 – To allow another player to control the orb with the mouse.
Thanks to Andrew Raisbeck from Middlesborough.

TIPS

CliK

ST SPECIALISTS

Unit 2A, Willowsea Farm, Spout Lane North,
Stanwell Moor, Staines, Middx TW19 6BW

Telephone: (0753) 682988

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Title	SSP	Our Price
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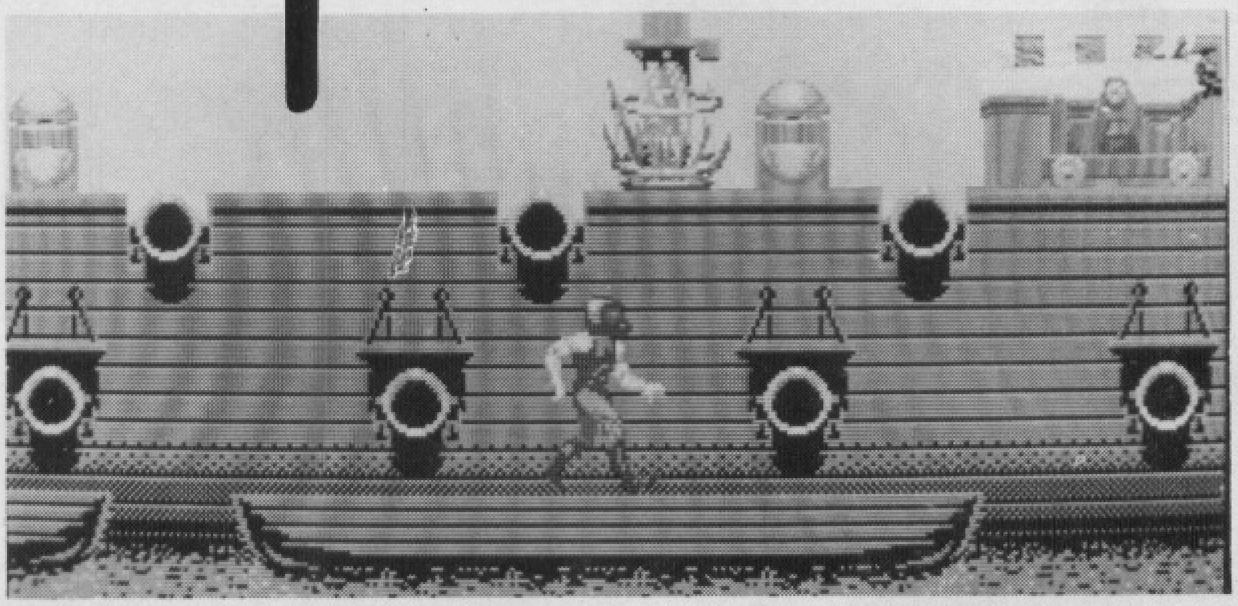
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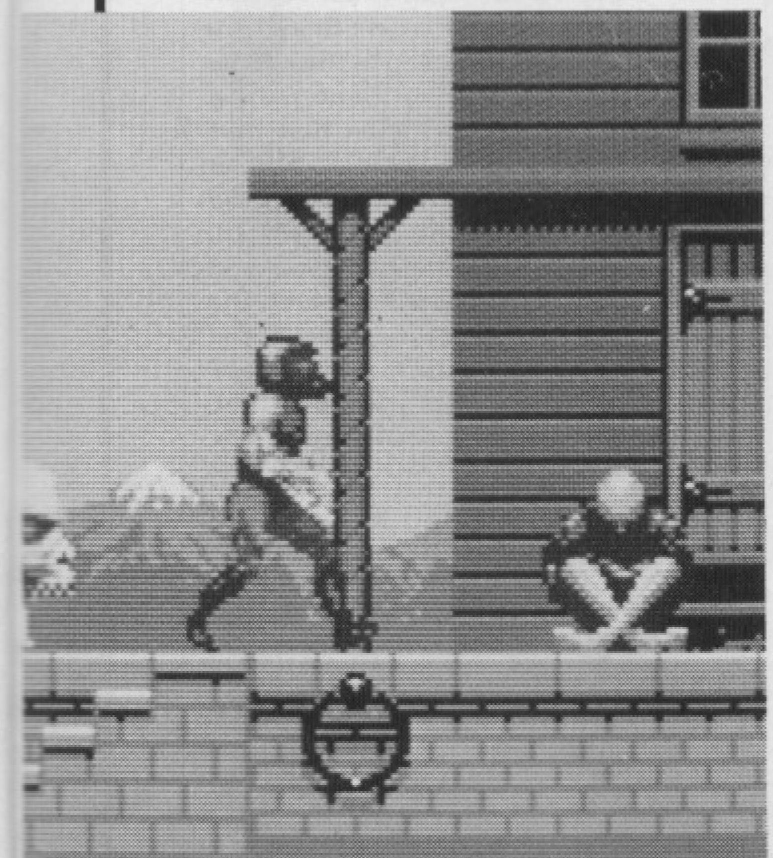
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Scorpion

A new game from a new label? Tony Dillon grabs Digital Magic Software's Scorpion by the tail.



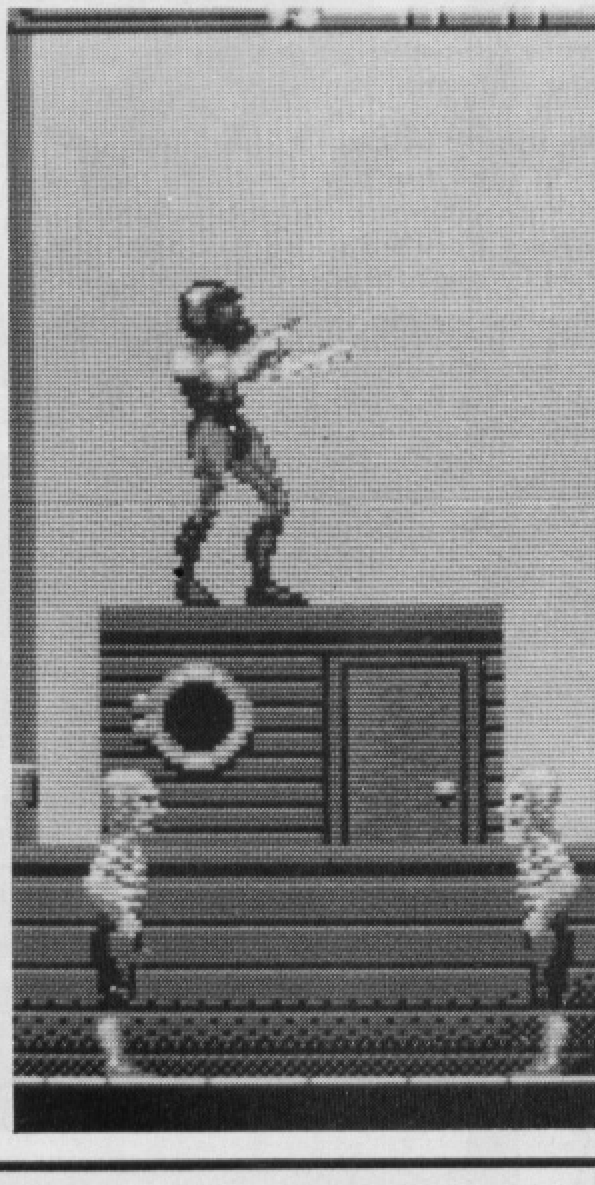


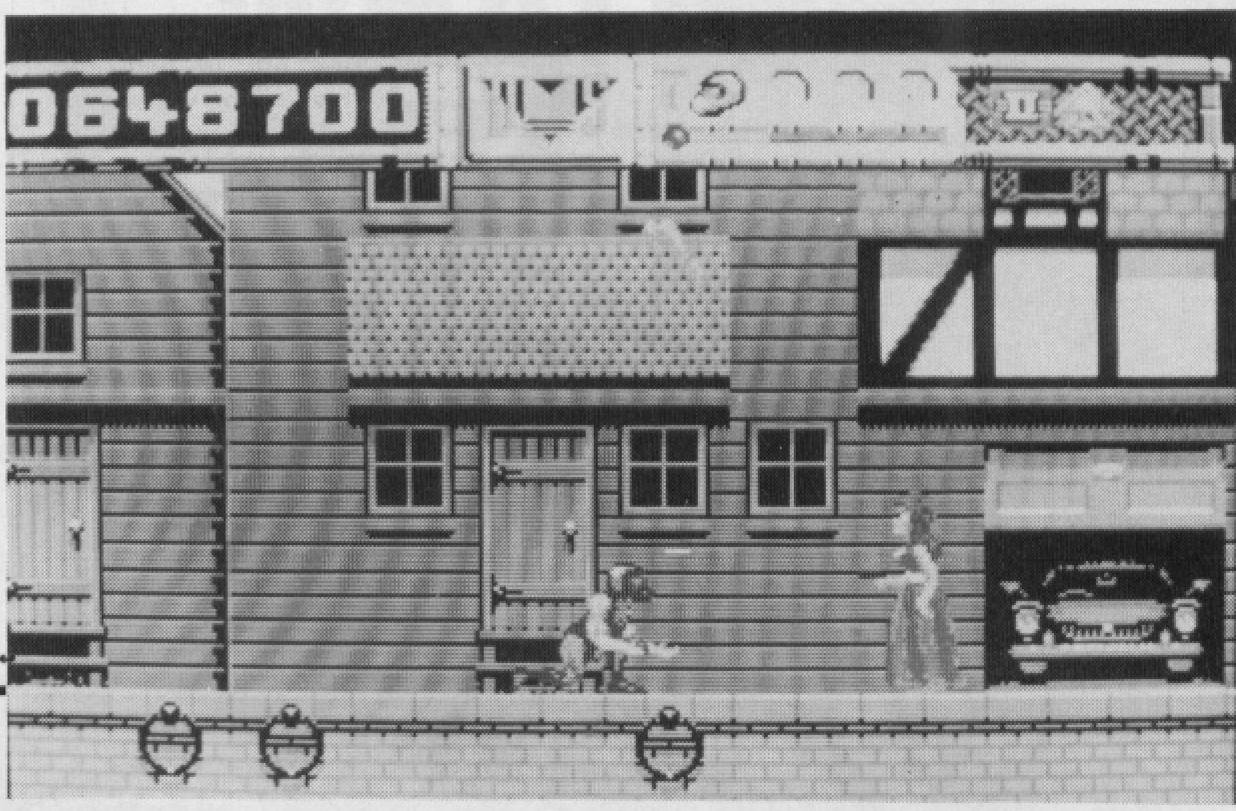
▼ Heed the warning at the start of the game which tells you that nobody is your friend. This does seem to be the case as this young lady whips out a flintlock and attempts to blow you away.

You bit the bullet. You watered the horse. You took the gamble. You accepted the mission. It's now your sole responsbility to travel through five time zones in varying climates to rid the cosmos of The Evil One.

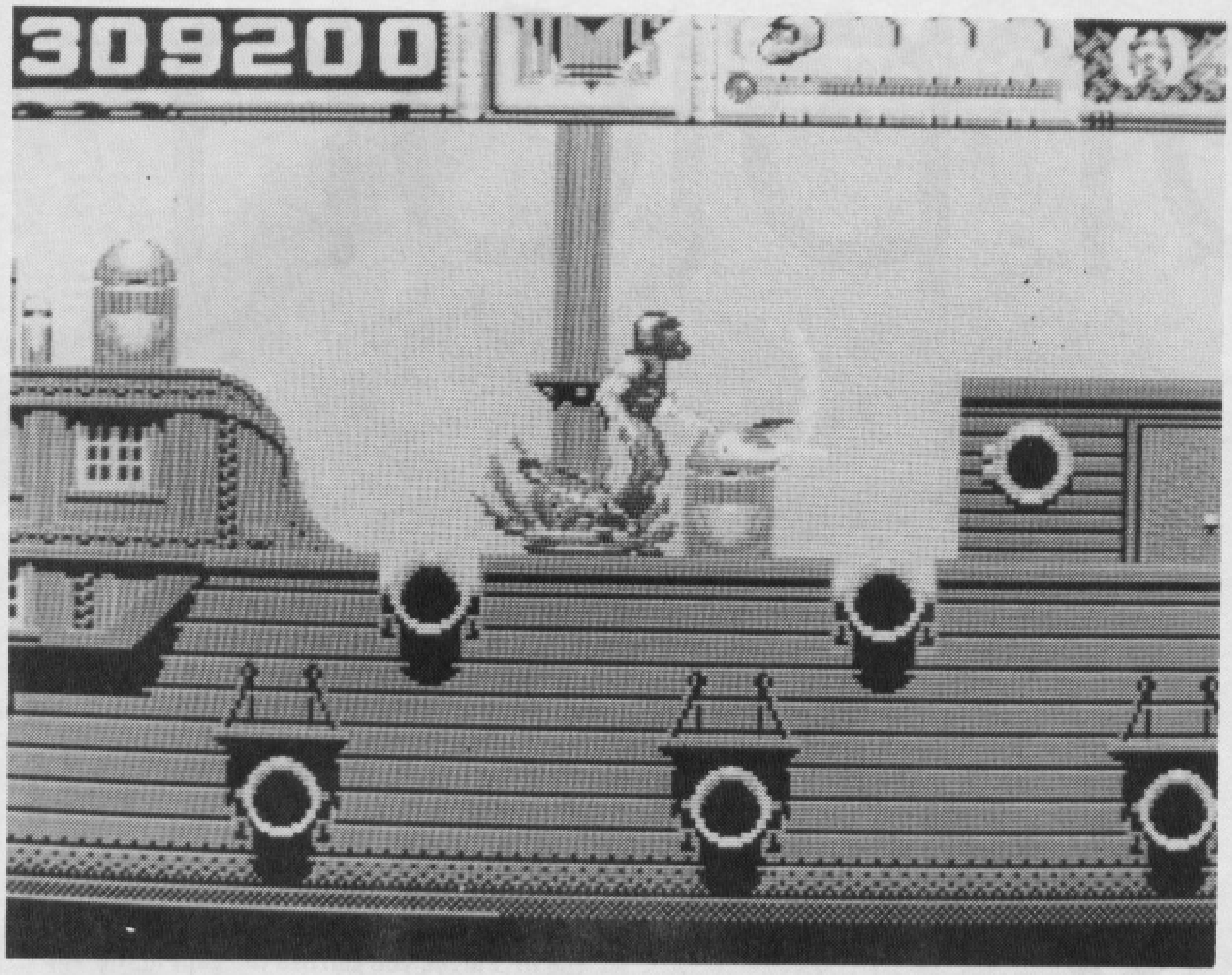
You know the evil one I mean. The one that's in all the computer games, otherwise known as the bad guy. To defeat him this time, you have to travel through five right-to-left play areas (with a bit of up-and-down thrown in) infested with air- and land-borne nasties, all itching to claim some of your precious energy. Lose all your energy and you lose one of your four lives.

▲ Each screen is split into levels, and dotted with yawning chasms. On the first level, you can use the gaps in the ships' hulls to your advantage, by leaping from one side to the other and enticing the enemy to follow suit. You see, they can't jump, and so they fall to their doom below (titter!).



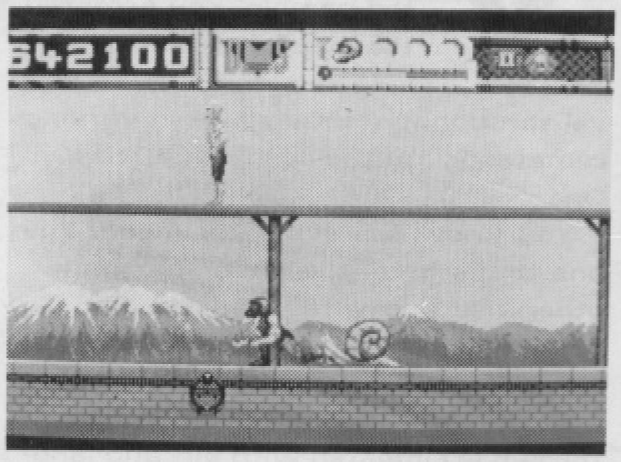






▲ Increase your character's capabilities by collecting capsules. These carry things like enhanced fire power, two-way firepower and an increased jumping capability. Capsules can also contain a smart bomb – or even a two-ton weight (just to stop you from using your jumping ability).

▼ The harbour level is just one of five: others include a jungle-like environment, where you fight female versions of Robin Hood and an Ice World where you meet Dr Who's old enemy, the Daleks.





A Run of the mill plot. Run of the mill game design. Run of the mill game. And although Scorpion isn't completely terrible, it offers nothing new. The major visual problem is the poor sprite detection – and its associated bugs. You can fall through holes that aren't there; you can find yourself standing in the middle of nothingness; you can climb onto a platform, leap off and then find that you can't get back on again . . . and on and on. Still, onto the good points. The scrolling is smooth and well executed, the graphics are quite well defined and the backdrops are great. However, the soundtrack isn't the finest work of the Maniacs of Noise – in fact, it's not even very good. A few spot effects repeat over and over, and three seconds of Ravel's Bolero drone on and on endlessly as an intro tune. The main missing element is fun. The bugs make it unplayable, the unplayability makes it frustrating, and the frustration erases all the addictiveness. Shame really, it could have been so nice.

PRICE:	£24.95
RELEASE DATE:	Out Now
GRAPHICS	78%
SOUND	43%
PLAYABILITY	41%
VALUE	52%

OVERALL 47%

ST Due out in mid-April, this version will sport a couple of major differences from the Amiga original. Firstly, the Amiga runs at a frame rate of 50 per second which the ST can't match, and the Atari version will only support 16 colours instead of the original 32.

PC An IBM-compatible Scorpion wasn't originally considered. However, due to a recently-signed Canadian distribution deal this situation is under review.



Arch

No man is an island – and Gary Penn's certainly no man, which makes him an island. Sufficiently qualified he slips into Logotron's latest with ease.

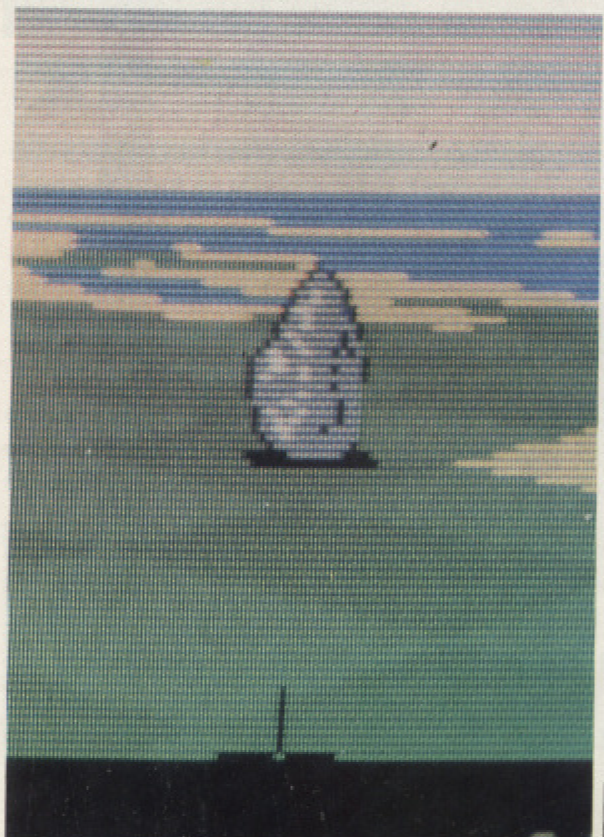
An archipelago is a group of islands – hence the plural: archipelagos, and the title, which refers to the 10,000 you have to conquer to complete the game.

The scenario tells of an ancient force whose demise resulted in its blood contaminating such a vast number of archipelagos.

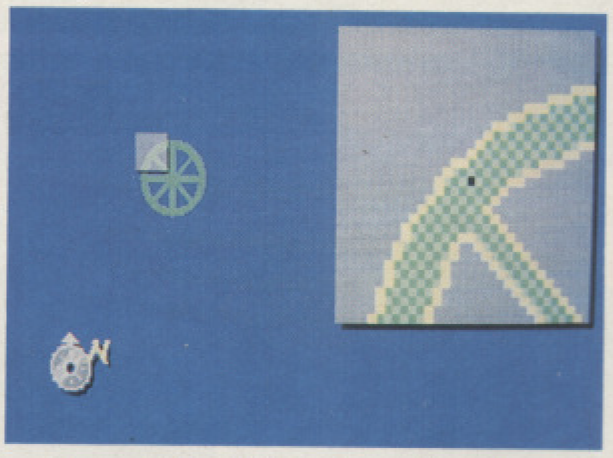
Despite no longer having a physical presence, the Ancients don't take too kindly to visitors – even an entity floating above the ground doesn't go unnoticed. Looks like you've got one hell of a challenge on your hands . . .



The Obelisk (centre) houses the energy of the Ancients and is the object of your attention. An archipelago isn't completed until you destroy it.

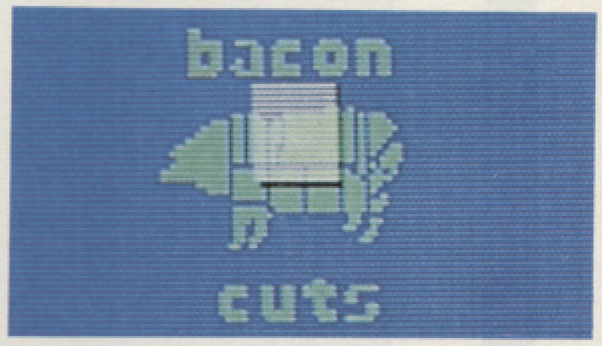


Before you can destroy the Obelisk, you have to cut off its power supply . . . by destroying the stones scattered around each archipelago. They vary in quantity from archipelago to archipelago and contribute to the level of difficulty.



Destroying stones is easier said than done, as they have to be connected by land to the Obelisk (this map shows how this is possible). More often than not this means moving from island to island, creating connections – provided you have the energy to do so. The small pods that pop up from time to time are a valuable source of energy.

There are plenty of inhabitants to keep you on your toes. Seen here is one of two types of tree, which spins and moves around, infecting the land – and as you can see, the land is infection is contagious. The other type of tree is seen less frequently and is a stationary obstruction.

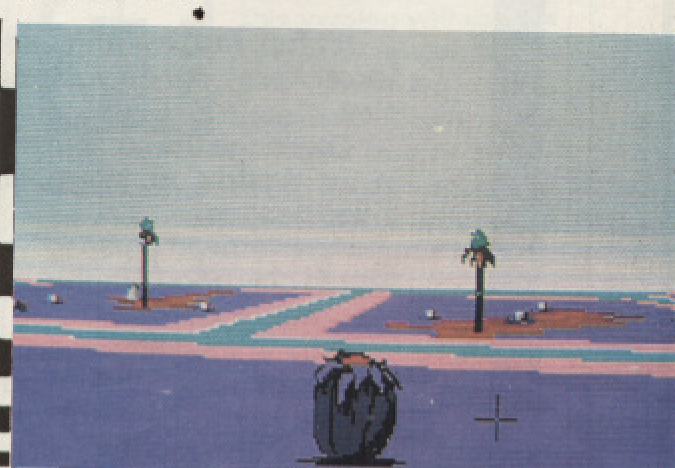


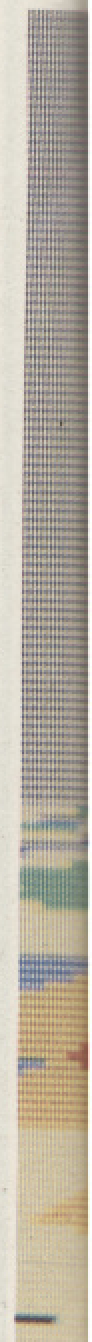


Confused? Don't be. Call up a map of the archipelago in question and peruse your surroundings. Unfortunately, the stones and Obelisk aren't shown, so you still have to find them – but at least life's made marginally easier. One hundred of the 1,000 archipelagos were designed by Astral and Logotron – and it shows. Just look at these (yes, that's a map of Europe). In case you were wondering, the program's responsible for the other 900 . . .

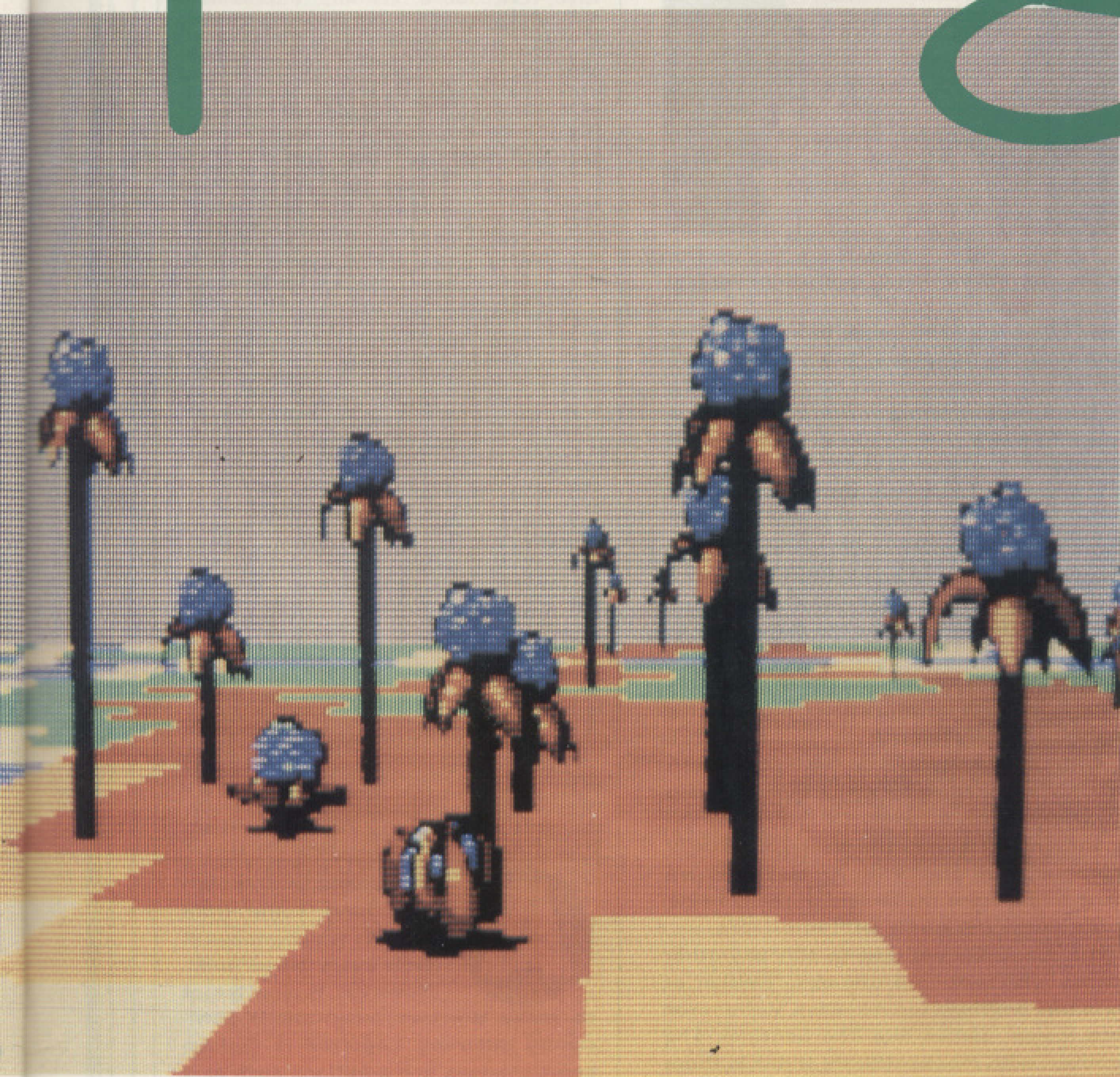
There are two types of Blood Eggs to be found. When the sky darkens, a rumble is heard from the heavens and lightning strikes, the eggs hatch. The first type spreads infection across the island it inhabits (as seen here), whereas the other type eats away at the island itself.

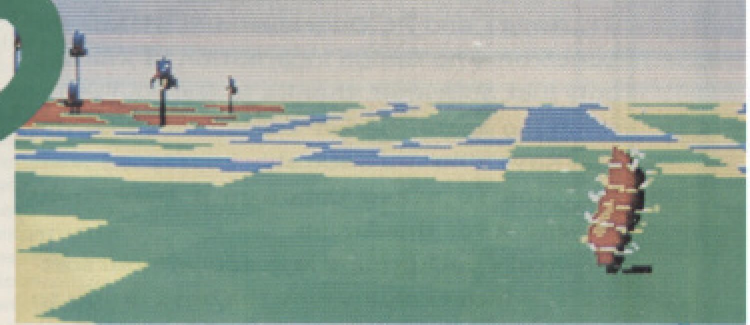






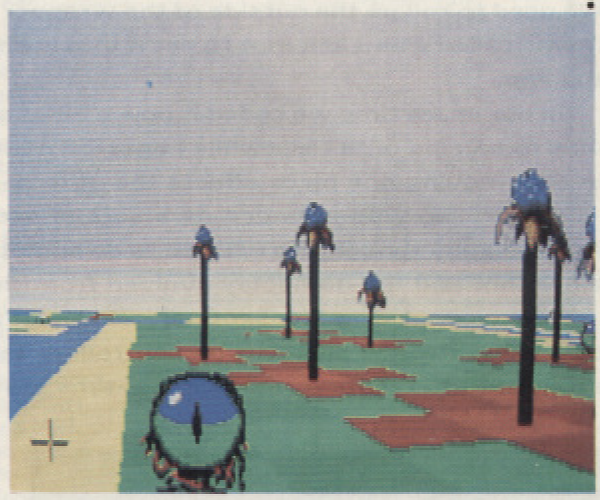
ipelagos





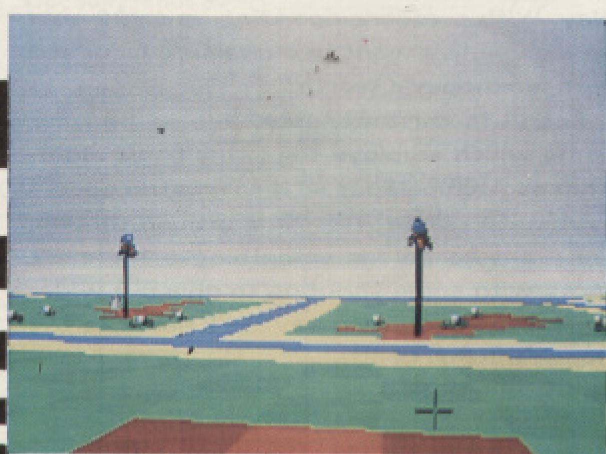
Lost Souls patrol later levels in search of souls – ie: you. They spin and move like miniature whirlwinds, or a quieter form of the Tasmanian Devil seen in Bugs Bunny cartoons.

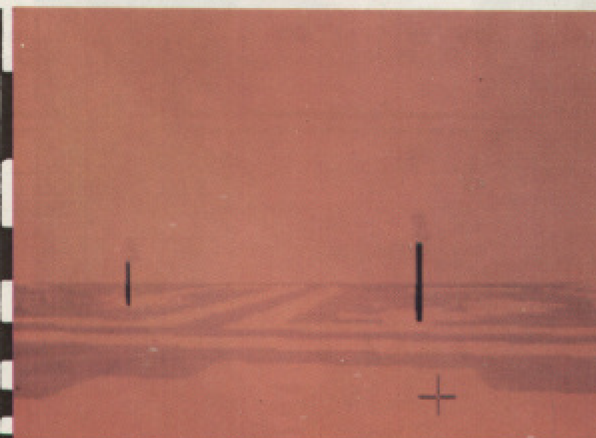
The first few archipelagos are plain sailing compared to later levels. the Necromancer patrols the islands' shores, removing squares of land each time it pops up and blinks its beady eye.

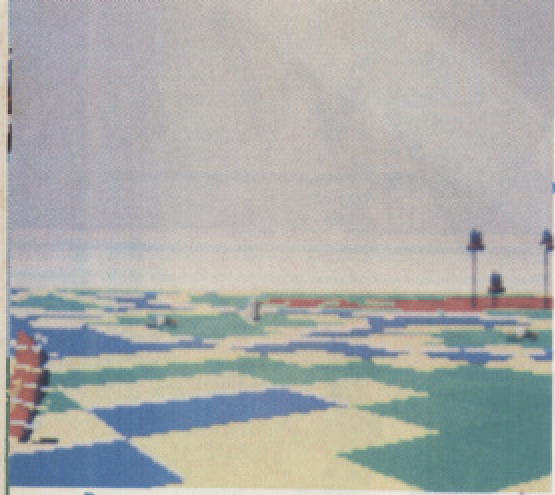


It's wise to avoid resting on sand, sea or infected squares (like these), but it's easily done in a moment of panic.









ASTRAL



Programming team Astral comprises only two people: graphics artist and ST and Amiga programmer Paul Carruthers, and PC programmer Ian Downend.

The duo were previously responsible for ST, Amiga and PC Qudralien and ST Xor for Logotron. The Amiga incarnation of Xor has only just appeared, thanks to German programming team Hidden Treasures (who did StarRay) who were suitably impressed with Xor, and so asked Logotron if they could rewrite it for the Amiga.

Astral's background is in educational software, which explains why the boys prefer to write software which requires you to use your brain – a combination of quick thinking and quick reactions.

Paul writes his code on the ST using DevPac, then he uses a home-made box of tricks to download everything to the Amiga. "It's a bit hit and miss," he confesses, "but it does what's intended."

Paul's graphics are produced on Degas Elite for the ST before being ported to the Amiga and PC. Sound and music on the other hand is in someone else's . . . Paul's keen to do it, but it takes time – time which would be better spent writing.

Most of their ideas come from programming routines (algorithms), but there are exceptions, as Paul explains . . .

"Xor came about when we were at Loughborough University writing educational software. it's based on a game we used to play involving cups of tea and Kit Kat wrappers. We used to roll up the outside of the wrapper into the inside to form a ball – or a 'plonker' as it was called – and attempt to get it into each other's tea. The winner was the person left at the end.

"In our spare time we coded it up – a bit of a joke really – with Kit Kat and tea sprites. This was expanded until (erstwhile Logotron man) Chris Roper saw its educational possibilities in that moving one piece affects the others – a knock-on effect."

"Quadralien was intended as a sort of sequel, with different inter-piece reactions. With Arhcipelagos though, we wanted to do something in 3D, so we came up with a floor drawing algorithm and the gameplay evolved from there.

"Yes, we had seen The Sentinel – we like it a lot. But we feel it lacks the feeling of actually being there – you seem to be controlling the character from afar. With Archipelagos we attempted to create a realistic real-time movement to generate the feeling of really being there, in the thick of it all."



The duo rarely get time to play any other games – certainly not coin-ops. "Neither of us is into anything too mindless, we're more into logical games like The Sentinel. The problem with most software today is there are too many licences and not enough gameplay. With someone spending up to 30 quid on a game, we want to make sure he or she gets his money's worth."

Astral is currently working on another game which employs the same basic algorithm as Archipelagos – "It seems too good a system to waste. This time around though, we want to go for something a bit more racey with some shooting to give it a wider appeal. That's not to say we'll sacrifice the thinking aspect . . .

The Astral duo . . . PC programmer Ian Downend (left) and graphics artist and ST and Amiga programmer Paul Carruthers.

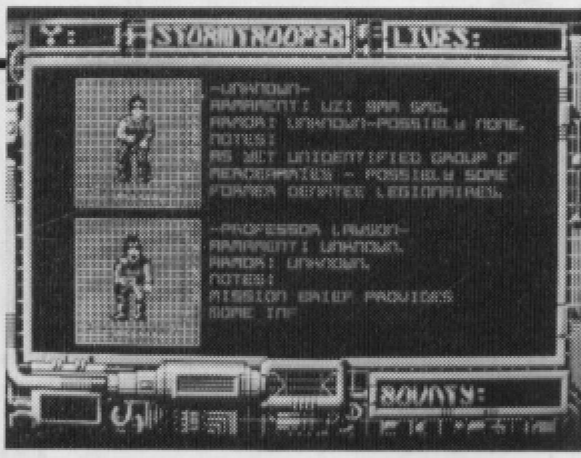
ST Astral's two previous products have demonstrated the boys' ability to produce involved, thinking man's software which isn't uninteresting in appearance and proves as playable as many straightforward arcade-style games. Archipelagos is just as innovative, but more visually impressive. There are immediate similarities to The Sentinel due to the chequerboard scenery, but Archipelagos certainly isn't the same game. That said, Astral has managed to mimic one of The Sentinel's most impressive features, something seldom felt in computer games – and that's tension. The detailed objects and adversaries don't look out of place with the smooth-moving geometric scenery – indeed thay add to the feeling of 'being there' in the thick of it all. This feeling is further enhanced by the simplistic but functional sound effects – particularly the fact that they are few and far between and serve to surprise rather than detract. It's a rare pleasure to see a concept as stimulating as this. It's an even greater pleasure to have the opportunity of playing it.

PRICE:	£24.99
RELEASE DATE:	Late April
GRAPHICS	88%
SOUND	81%
PLAYABILITY	93%
VALUE	89%

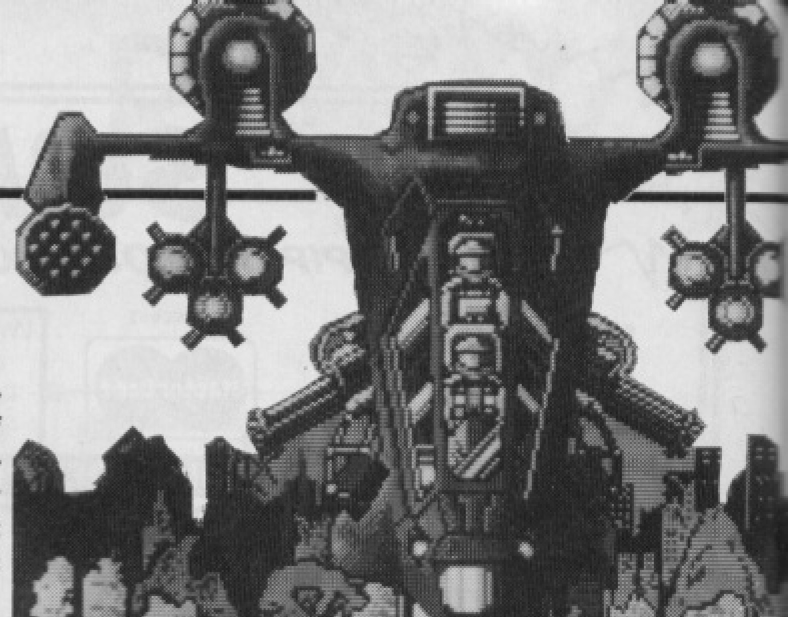
OVERALL 92%

A The bones of this version have come from the ST, which means it feels every bit as good. However, in an attempt to make the two incarnations sufficiently different, Logotron is making some changes and additions such as a different set of graphics for the Necromancers and day and night sky changes. Hopefully these and other tweaks won't affect the mid-May release date. They certainly won't affect the price of £24.99.

PC Surprisingly, the CGA version is easily as playable as its more colourful counterparts (the EGA incarnation has a nicely graded skyline). A price of £24.99 has been fixed along with a release date for the middle of May.

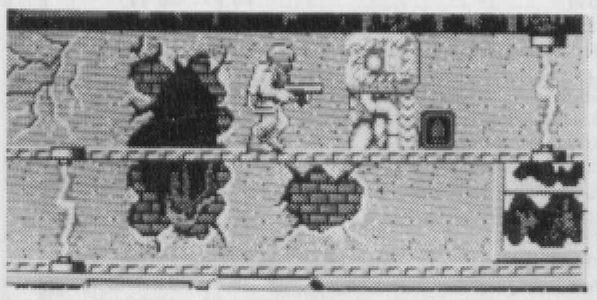


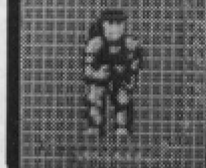
◀ The Tactical Database Assimilator gives a dazzling array of information on the different classes of enemy – most of which don't appear until the later levels. This may not actually be of any use, but it's a pretty way to fill the screen while the first level is loading.



Stormtro

▼ The red box contains a limited supply of armour-piercing ammo. The tower structure is a shield generator, while the electrified fence is a shield. Destroying the generator shuts off its respective shield, but it's a good bet that it won't be the one beside it.





Once again the world is in danger and only one man can save it... Brian Nesbitt has been volunteered for the job in Creation's arcade adventure.

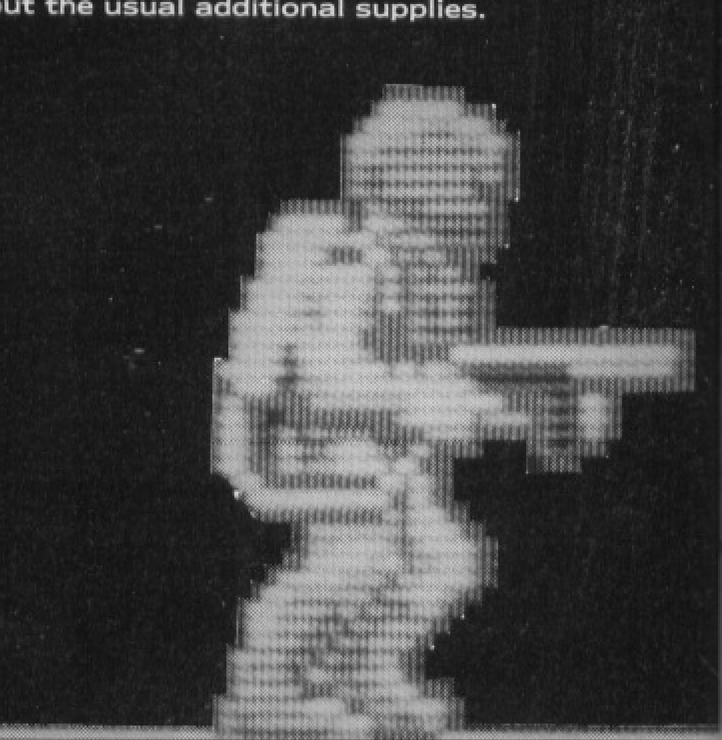
▼ A practice mode has been included, allowing the player to access the highest level reached so far. Obviously this keeps you from adorning the high score table, but you do get to try out each type of ammunition and get a feel of the later levels.

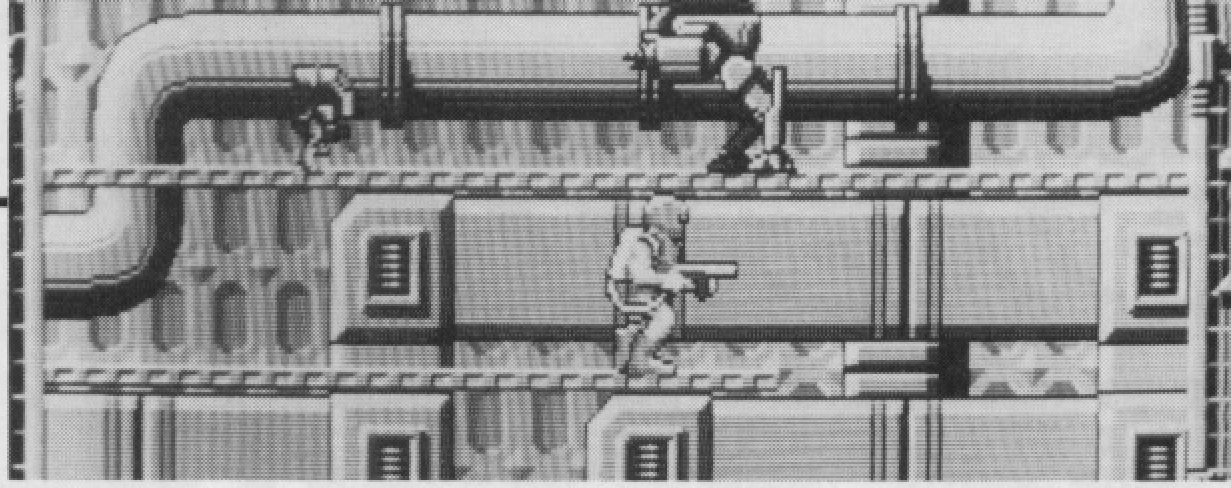


You are Commander Sealous, the stormtrooper in question, on a one-man mission through a heavily armed and elctronically defended mine complex in pursuit of a top geophysicist, Professor Lawson.

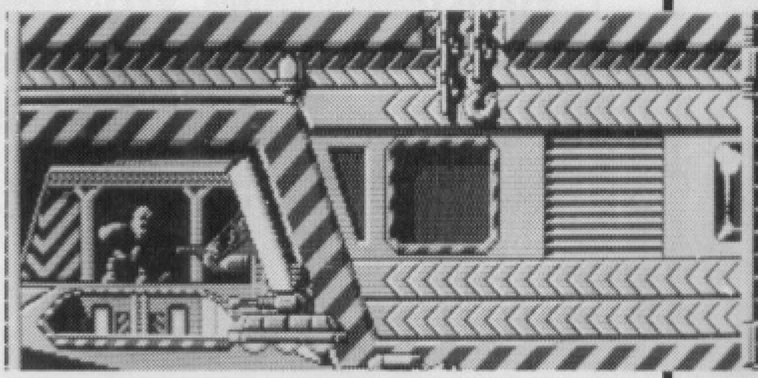
Armed only with an AL-H23 canister-fed rifle and three regeneration pills, the job involves finding a route through the complex defences, anihilating the defence force and escaping in the waiting VSTOL Gunship.

This basically means finding a route through eight levels of platform-packed scrolling backdrops, taking on the customary enemies and searching out the usual additional supplies.



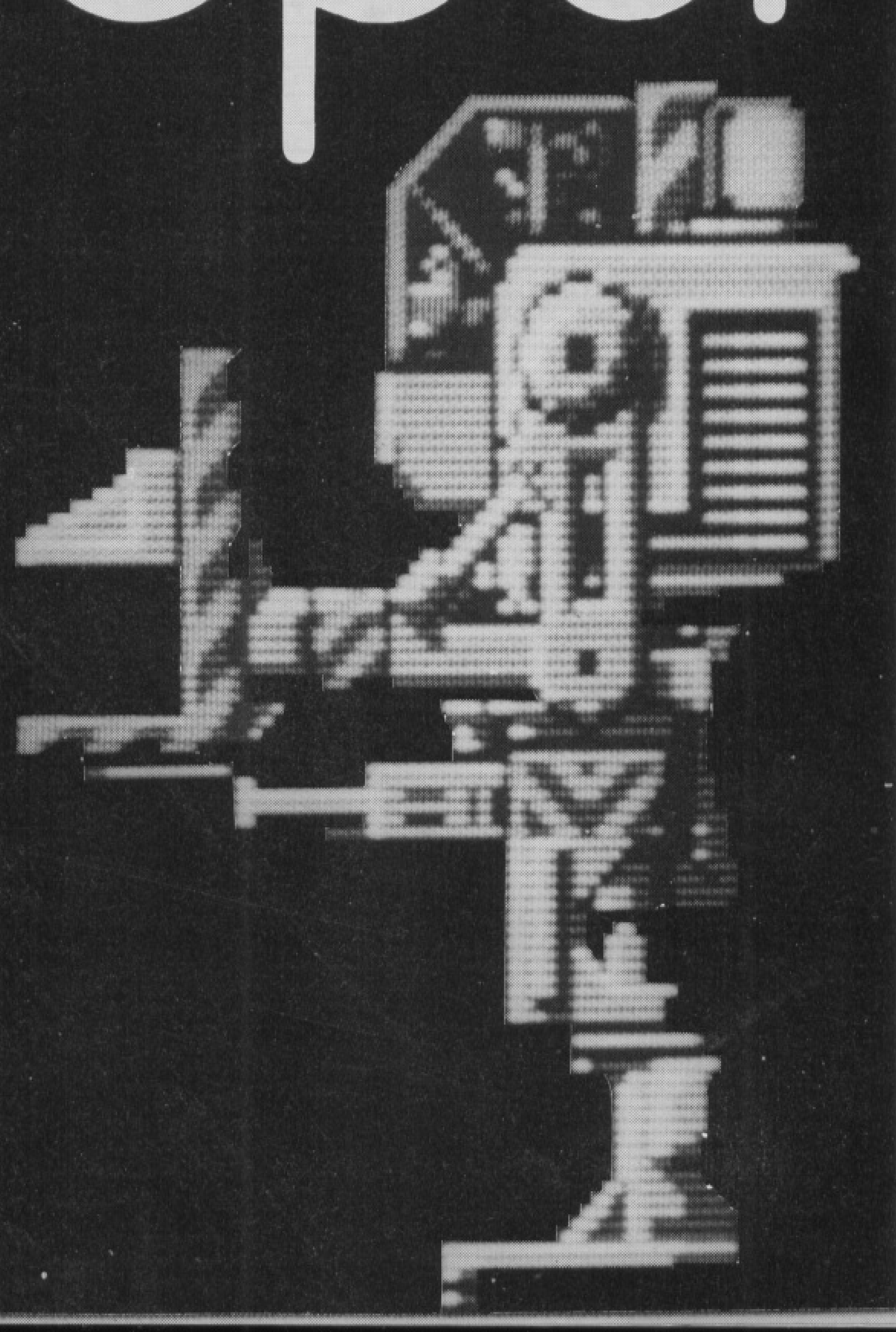


Robotic enemies are destroyed with standard bullets, but the upgraded ammunition is safer as it does the job a good deal quicker. A major difference to note between the different styles of robot is that, though they're both deadly to touch, the larger of the two is the only one that returns your fire.



Instead of becoming increasingly complex, the puzzle aspect all but disappears on later levels, with a lack of force fields allowing a more straightforward run from one end to the other.

ooper



ST

Stormtrooper gets off to a good start, with a neat title and attract sequence – but it doesn't seem to go anywhere thereafter. The sprites are excellently designed (especially the 'monster machines' on later levels) and the animation is well above the standard usually found in games of this type. However this excellent presentation suddenly seems a little futile when the edge of a screen is reached and the main character is blocked by an invisible wall – surely it wouldn't have been too difficult to place some tangible obstacle in the way at this point. Stormtrooper bears a remarkable resemblance to Psygnosis' Baal, although it suffers a little in the playability stakes. It's ridiculously difficult in places and near empty in others, giving no real feeling of achievement. Still, this is a competent if uninspired shoot 'em up which could have hit the mark had the playability lived up to the standards set by the graphics and presentation.

PRICE:	£19.99
RELEASE DATE:	Out Now
GRAPHICS	74%
SOUND	67%
PLAYABILITY	68%
VALUE	58%

OVERALL 61%

A

Work has yet to begin on this version, consequently a release date for the finished product is very hard to predict. What is known though, is that Amiga owners will have a couple of extra levels to explore.

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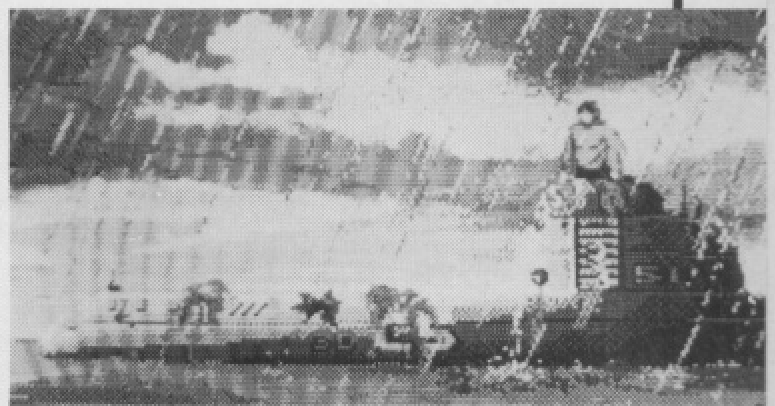
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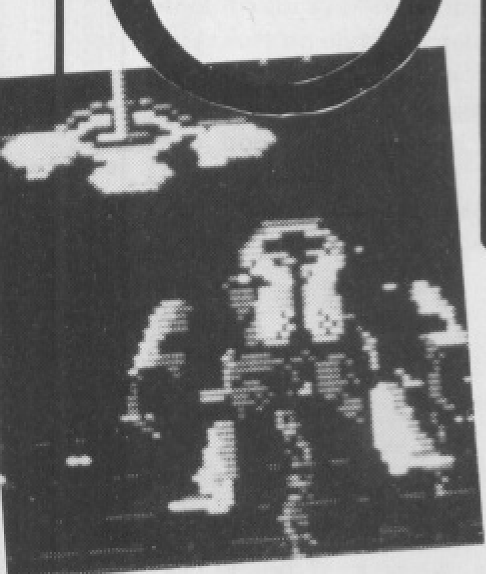
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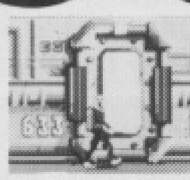
Not Uzis underwater as you might expect, Infogrames' latest is a bizarre mish-mash of jet-skis and time-bombs that plays a lot better than it sounds. Gary Whitta, harpoon gun in one hand and polystyrene float in the other gets out of his depth.



Operation Neptune

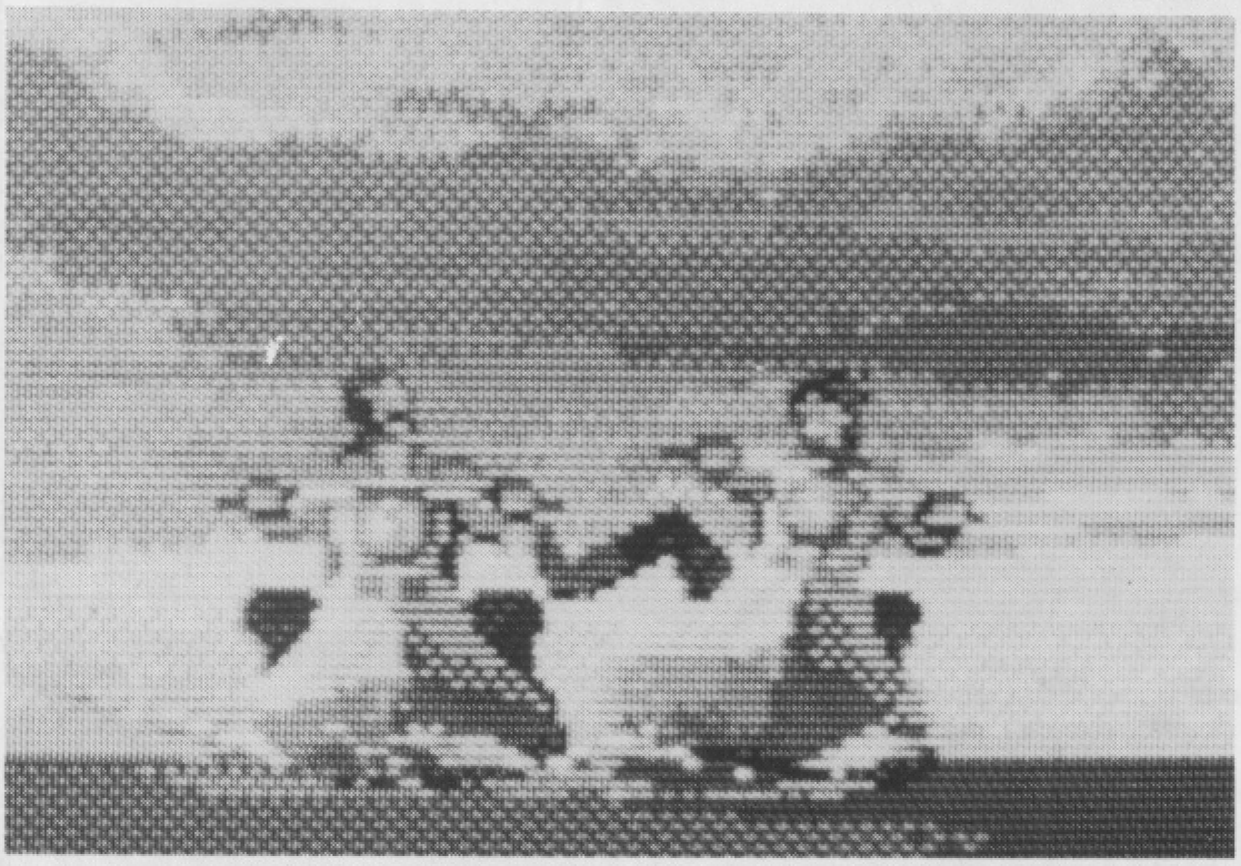


Fancy a bit of a scrap? You can always leave the sub and fight the enemy patrols on your Jet Scooter in a Space-Harrier type game.

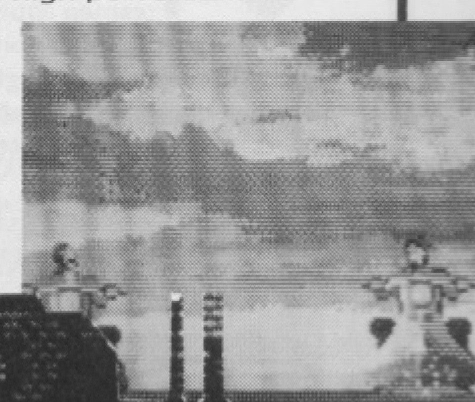


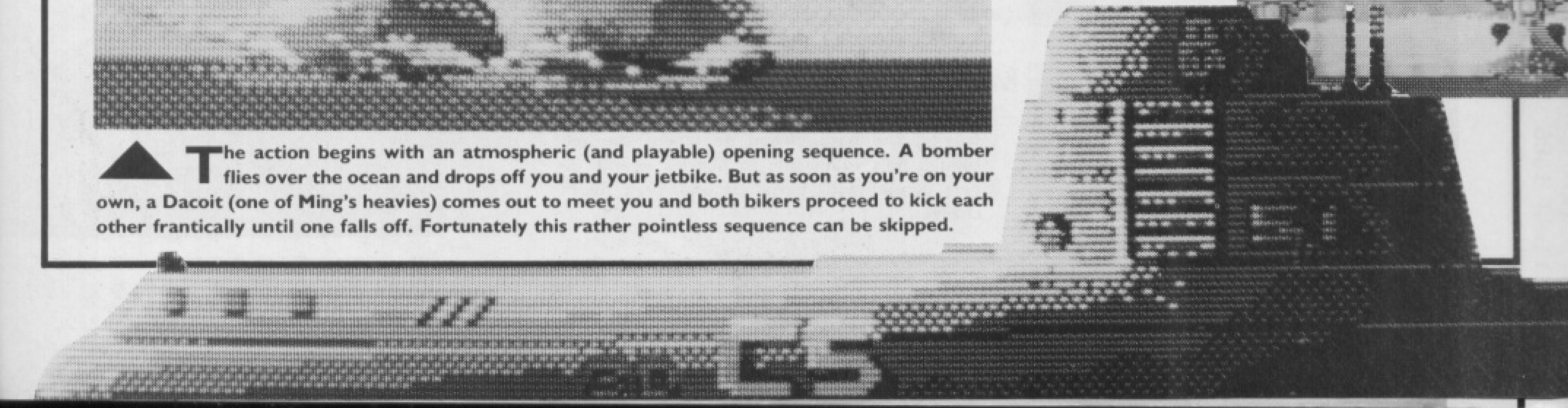
Bad guys don't come any meaner than Mr Ming. Bent on world domination, he's set up a network of underwater factories, purpose-built to manufacture the killer robots which he plans to release on the world population. And only you, Bob Morane, aquatic mercenary can stop him (oooh!).

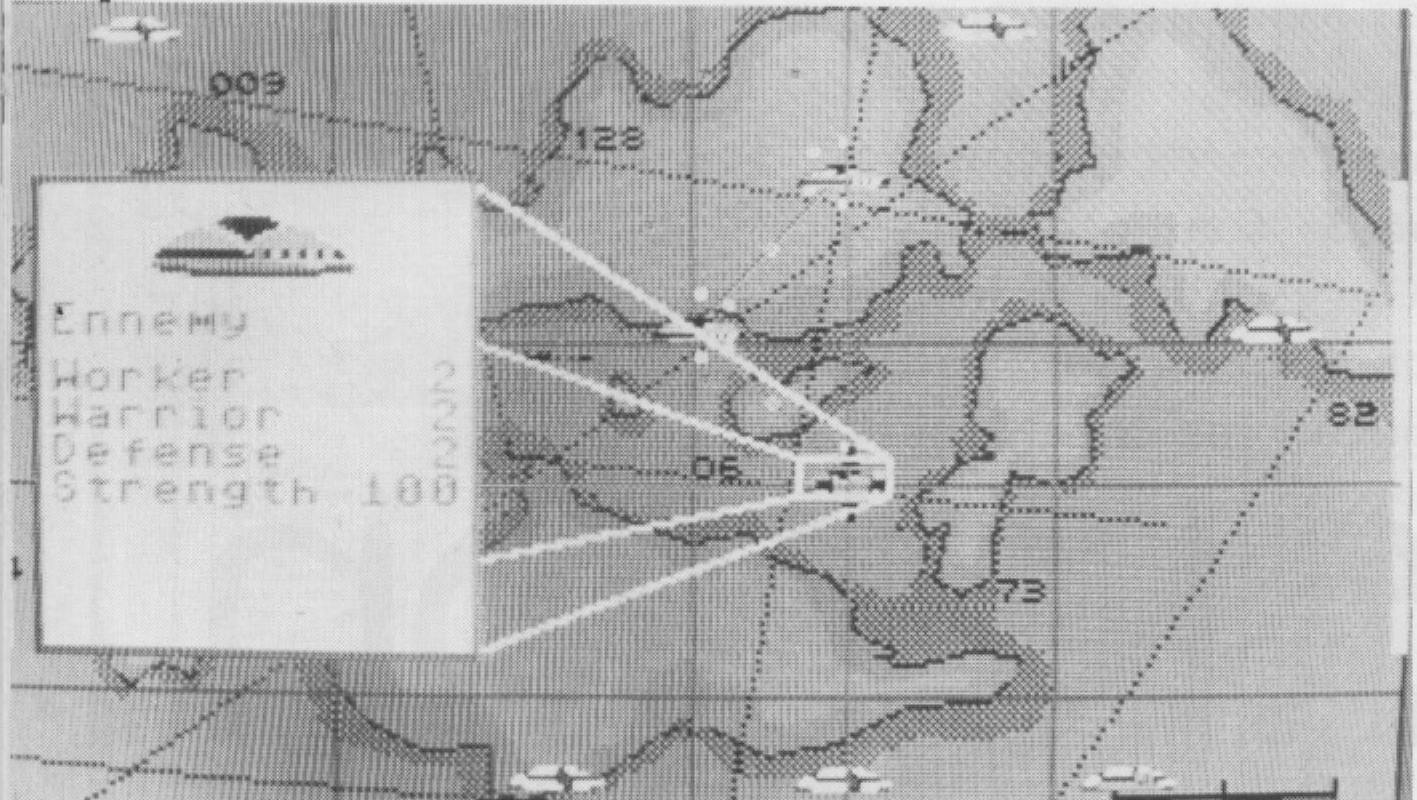
The plan for thwarting Ming's scheme is easier said than done. Having parachuted into the Northern Pacific, you board a jet-ski and ride out to a rendezvous with a high-powered mini-sub laden with time-bombs. You then proceed to locate and destroy each one of Ming's bases. Simple eh? Don't be wet...



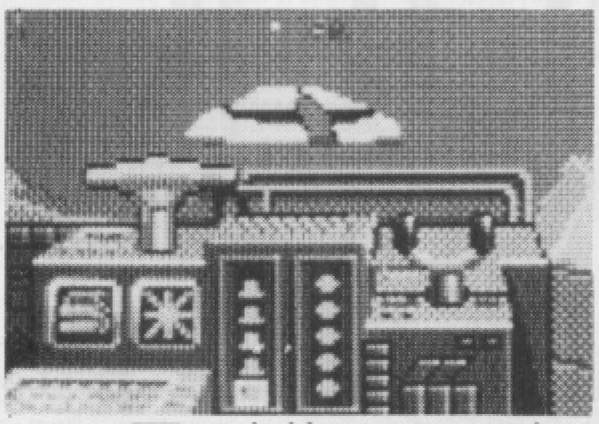
The action begins with an atmospheric (and playable) opening sequence. A bomber flies over the ocean and drops off you and your jetbike. But as soon as you're on your own, a Dacoit (one of Ming's heavies) comes out to meet you and both bikers proceed to kick each other frantically until one falls off. Fortunately this rather pointless sequence can be skipped.







The first thing to do once aboard the sub is to consult the map screen which shows the positions of bases (both hostile and friendly) and the enemy patrol ships that are out to hunt you down. From here, any target can be marked and locked-in to the sub's navigational computer so you can make your way there on autopilot (much easier than steering yourself).

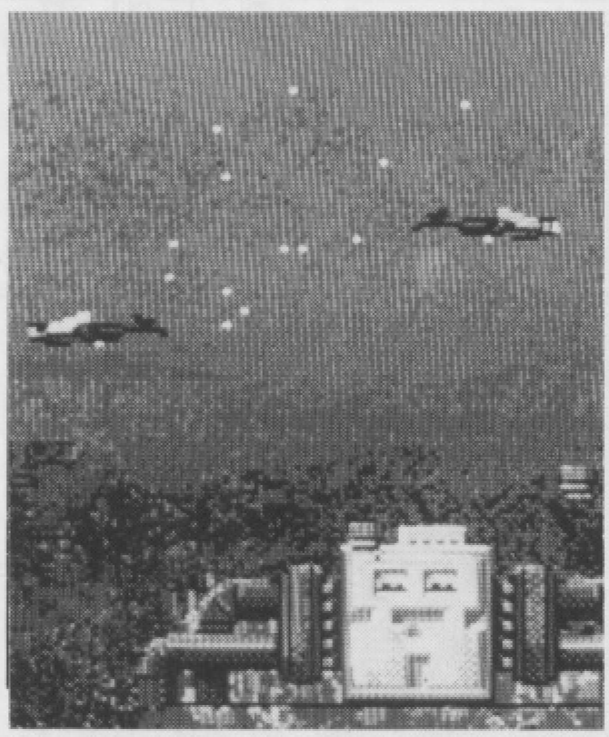


To replenish your energy and oxygen it's necessary to make frequent trips to one of your allied bases. On later levels this becomes more difficult as Ming's forces get more aggressive and often knock out the refuelling stations before you get a chance to reach them.

The evil Mr Ming puts in the odd cameo appearance. When a base is destroyed or a new one created his blurry image appears and laughs or screams in an equally blurry sample. Knock out all of his bases and you're treated to the complete picture. Cor!



Destroying the enemy bases is achieved by severing the underwater power lines that connect them. In the centre of each cable is a repeater station. When this is bombed, whatever bases the power line was supporting self-destruct.



When a repeater station is reached it can be bombed automatically by the submarine's computer (an easy but ineffective method). Alternatively, Bob can don his wetsuit and plant the charge manually, so he can be sure of destroying the base. When he leaves the sub though he's vulnerable to Sharks, enemy divers armed with harpoons and even depth charges!

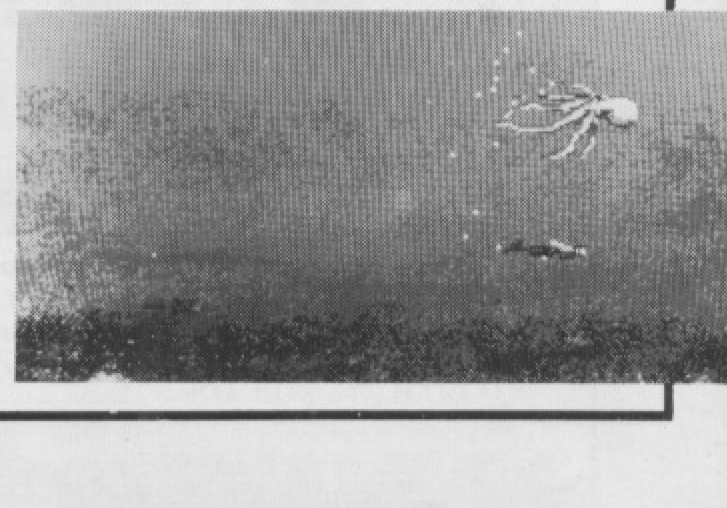
ST Wanted, Infogrames last release, was a surprising disappointment, but Operation Neptune has put the firm back on the right lines. The different sub-games hang together well, and the only really poor ones are the scooter sequence and the jetbike fight. The main game combines the need for strategy and arcade skills well enough, and even the easiest level is tough to beat (you'll find that as soon as you've destroyed one base, Ming has created another one). The sound is used well, with atmospheric music to accompany the opening sequence and suitably aquatic in-game spot effects. Graphically it's well up to Infogrames' standard, looking a little similar in style to Hostages (especially in the way screens are overlayed rather than just replaced). Operation Neptune is very classy and playable and the three difficulty levels make sure that interest won't wane for some time.

PRICE:	£24.99
RELEASE DATE:	Out Now
GRAPHICS	73%
SOUND	70%
PLAYABILITY	72%
VALUE	68%

OVERALL 69%

A A release is set for around a month after the ST version at the same price. It's not expected to differ greatly apart from minor enhancements aesthetically (and of course there's only one disk).

PC Information here is a little vague. The price will be the same and it should appear at around the same time as the Amiga, but it's uncertain as to what graphics modes will be supported and how many disks it will occupy.



PROSPECTOR
IN THE MAZES OF XOR



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Meet Herb and Pip, our crazy heroes, as they prospect for big, blue balloons in the fiendish caves of Xor. Once our heroes have found all the balloons they must make good their escape from the caves. Enjoy the hilarious eacapades of Herb and Pip as they dynamite their way through vast cave walls, send rocks falling from dizzy heights and roll giant spheres through long, dark passages.

Each game comes complete with a fantastic free balloon.

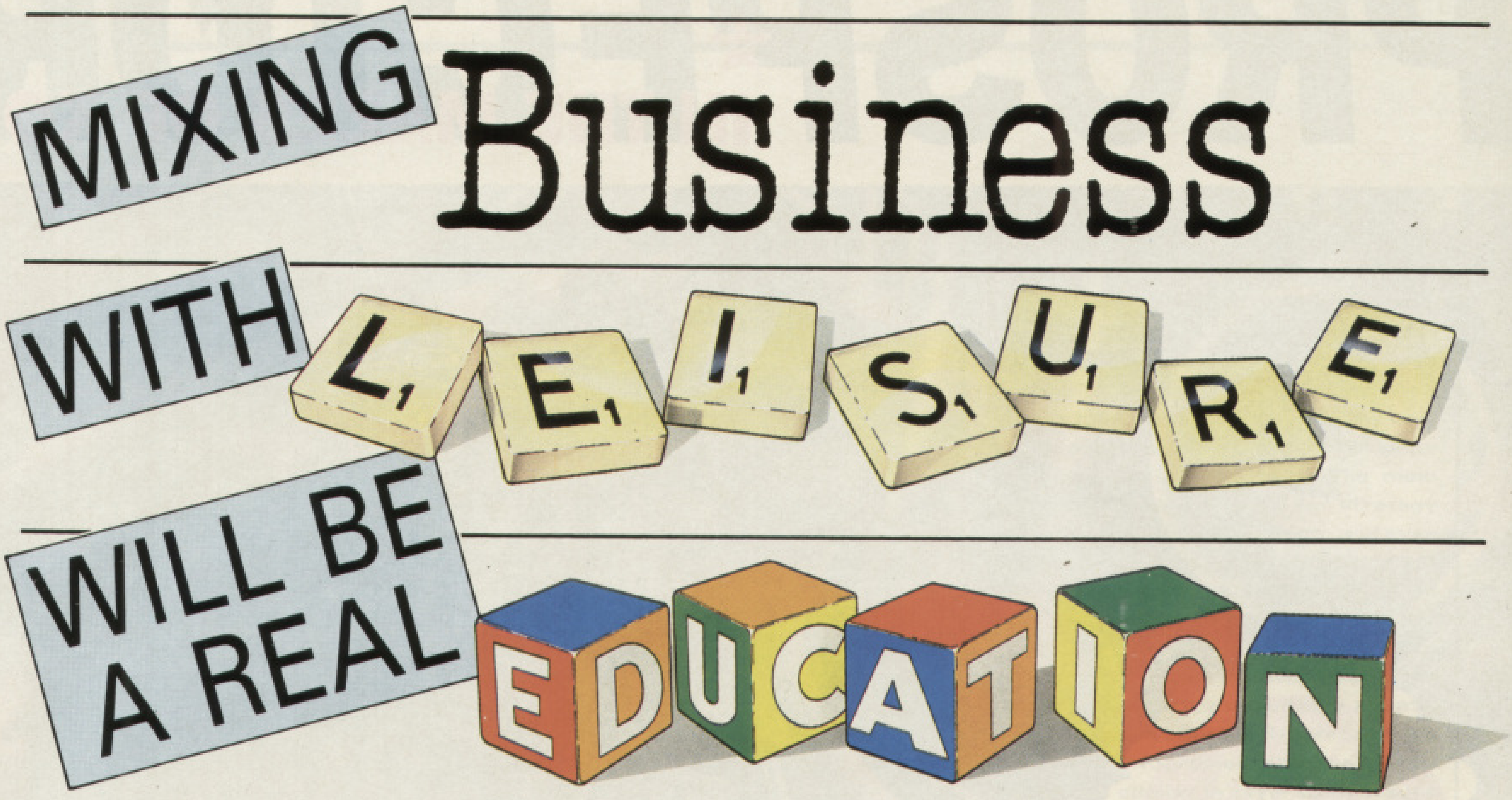
Prospector in the mazes of Xor is available in totally slap-bang-up-to-date 1989 style for your Commodore Amiga NOW! Game designed by Astral Software and developed by Hidden Treasures - the team that brought you StarRay

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Commodore computer show

Britain's brightest event for Commodore computer users is back! And there's more to see than ever before.

This show has three main themes covering some of the major uses to which Commodore machines are put. There are over 70 key companies who will be exhibiting their latest products, which means that just about everything that's new in the Commodore world will be on show!

Business

Many companies will be demonstrating their latest software and hardware, specially designed to release the full business potential of Commodore computers.

As well as products for the C64 and Amiga series, you'll be able to try out applications for the price-beating Commodore PC compatible micros.

And you'll also be able to attend seminars covering all aspects of using Commodore micros in your business.

Leisure

The C64 and Amiga computers are the most powerful 8 and 16 bit micros for producing fast-action arcade quality games. The range of new software on show will demonstrate how these machines' power is continually being stretched, producing faster and even more addictive games with superb graphics.

If you're a keen game player, you'll find there's so much on offer at the show you're guaranteed a real treat!

Novotel Exhibition Complex, Hammersmith, London W6
Friday to Sunday
June 2 to 4
10am-6pm Friday & Saturday; 10am-4pm Sunday

Education

Commodore micros are now used as educational tools all over the country. With the development of BBC Basic on the Amiga, and the advent of Desktop Video (combining TV pictures with text and graphics), the range of educational applications is endless.

At the show you'll see how the latest software packages are making real breakthroughs in the educational sector, and be able to try them out for yourself.

Special Events

As well as special events and presentations, you'll also be able to meet some of your favourite celebrities, and maybe get a chance to talk with them about how they use micros in their work.

So for a great day out, whether you want to see what the future holds for Commodore computers, to buy the latest software or to get advice on specific applications, the Commodore show is the place to go. And if you send in the coupon today, we'll knock £1 off the price of each ticket!

● ***For the first time we are offering a family ticket for just £11 allowing entry for two adults and two children – saving up to £7 off the usual entry price!***

How To Get There
By Underground: Hammersmith (Piccadilly, Metropolitan & District).
By Bus: 266, 714, 716, 290, 30, 72, 73, 74.
Car parking facilities available at the Novotel.

Advanced ticket order — Commodore computer show

POST TO: ***Commodore Show Tickets, PO Box 2, Ellesmere Port, South Wirral, L65 3EA.***

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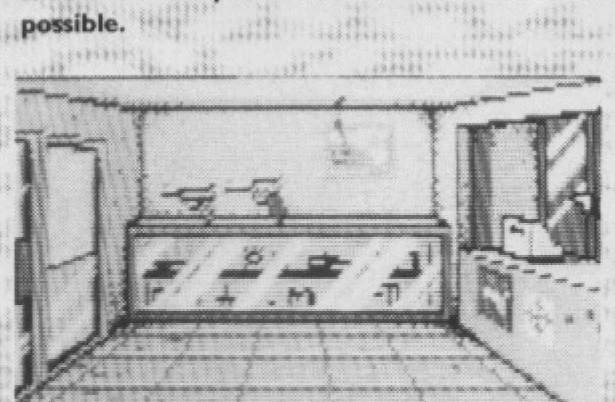


Zombi



Based on George A Romero's film Zombies: Dawn Of The Dead, Ubi Soft's 'arcade adventure' first surfaced as an Amstrad CPC product at the end of 1986. Brian Nesbitt attempts to keep his decomposure.

▼ **It's a good idea to head first for the weapons shop to arm yourself. Although the collectable objects are fairly obvious in this case, later rooms need to be searched thoroughly as essential items are often easily missed. By the way, that disgusting lump in the corner is a stricken zombie who should be dumped in the freezer as soon as possible.**

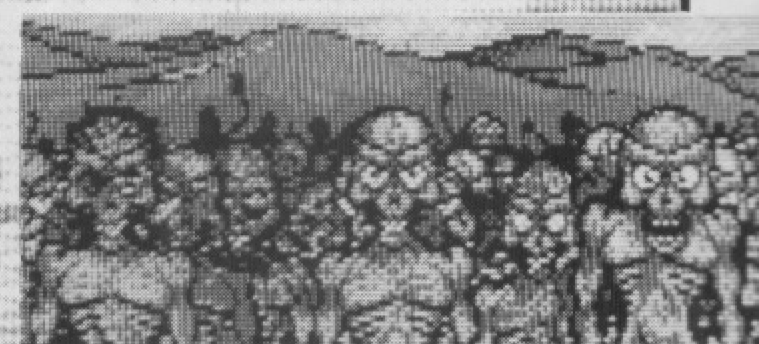


Following the film's plot almost to the letter, you begin by landing your stricken helicopter on the roof of a high-rise shopping complex. Taking command of the pilot and three passengers, your task is to find enough fuel to get the chopper airborne again and head for distant safety.

Searching the complex's four floors and basement reveals objects (and a few red herrings) which are then used to either clear the building of roaming zombies or aid the search for fuel. Most rooms contain at least one item of value, but the art comes in working out what to use in any given situation.

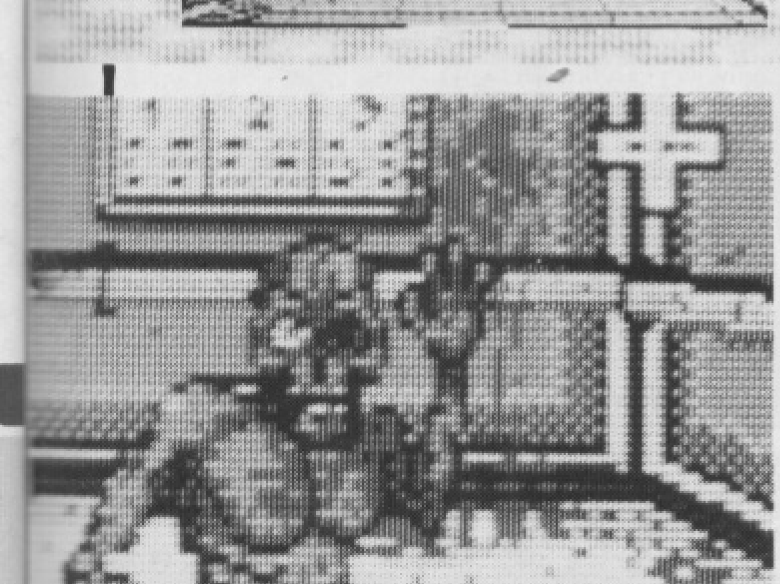
There's no strict time limit to be observed, but the stench of dying flesh soon tells on your characters' health meters – and dumping the zombie's bodies in the basement freezer only slows the process down.

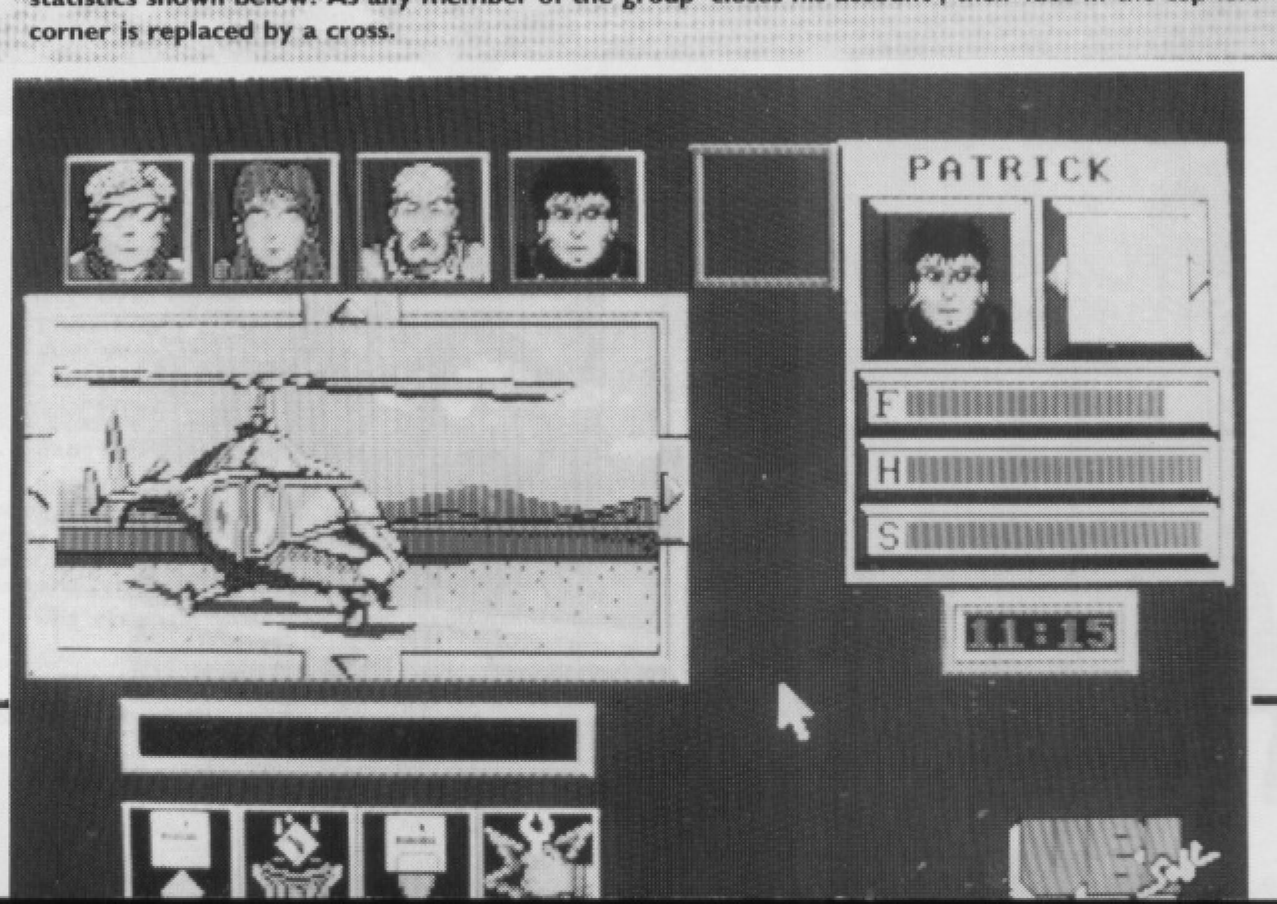
Group members who fall along the route – either by dying at the hands of a zombie or contracting something from the foul smell – decay for a half hour or so (game time) before rising up to join the ranks of the half dead.

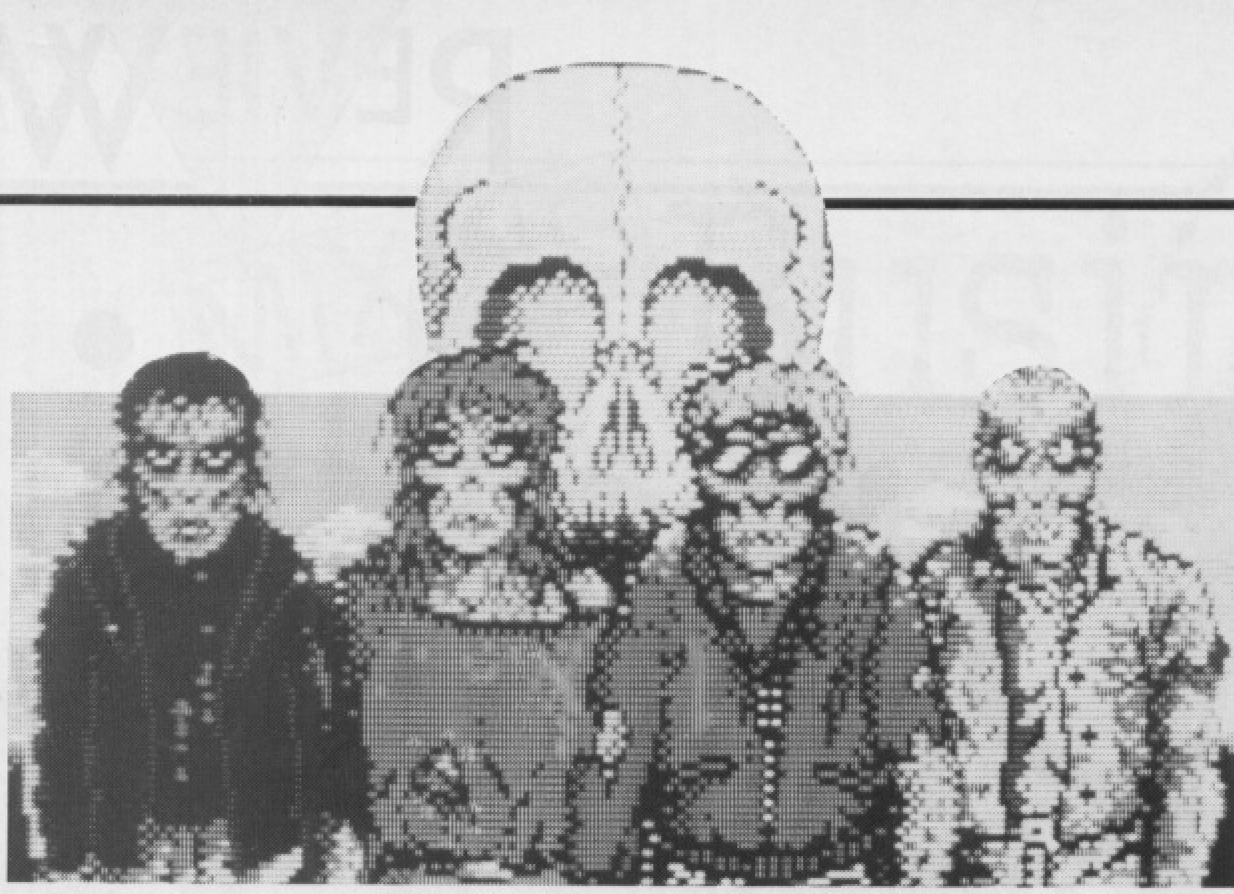


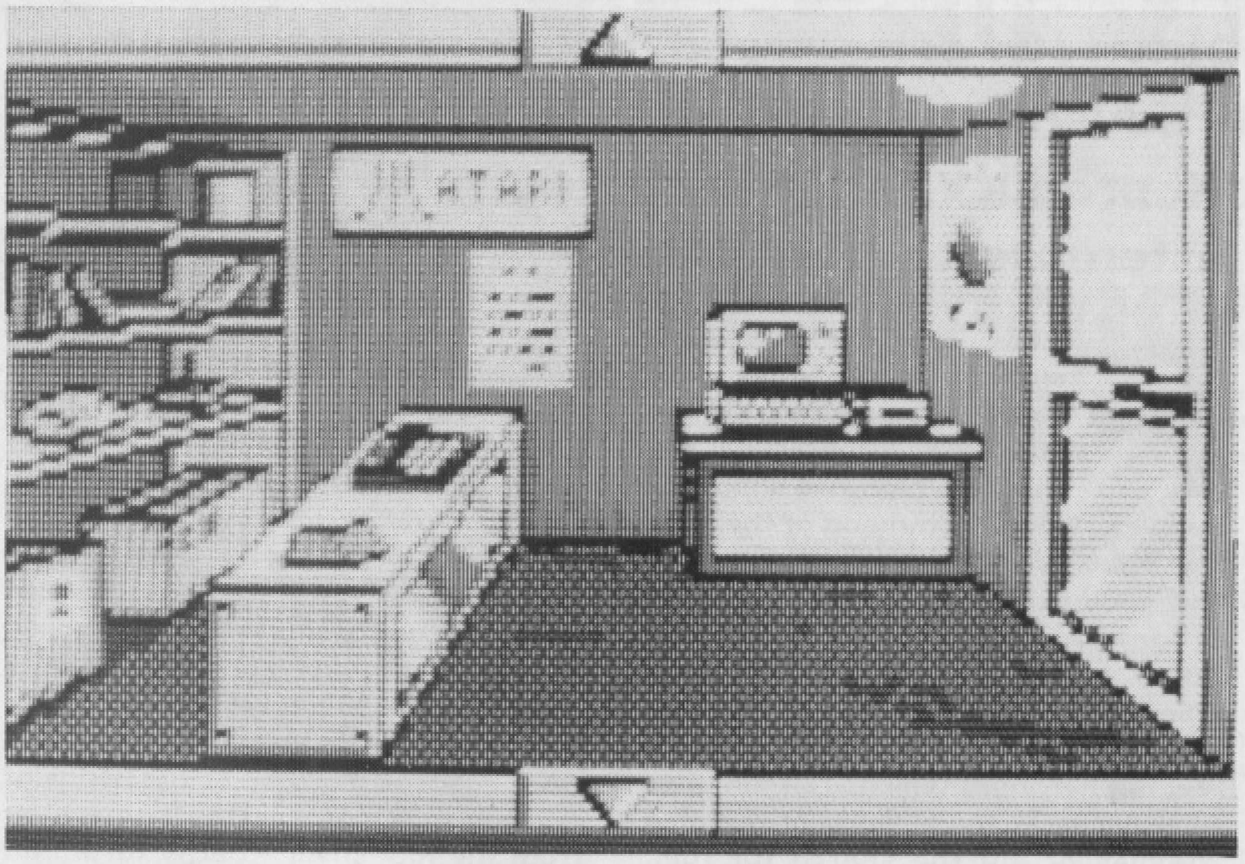
▲ **Stray too far outside the complex and you soon find yourself in the middle of a zombie reunion... and this is one society that always welcomes new recruits.**

▼ **Four pointers surrounding the game screen are used to control movement. The current character is displayed in the top right alongside an inventory screen, with health statistics shown below. As any member of the group 'closes his account', their face in the top left corner is replaced by a cross.**

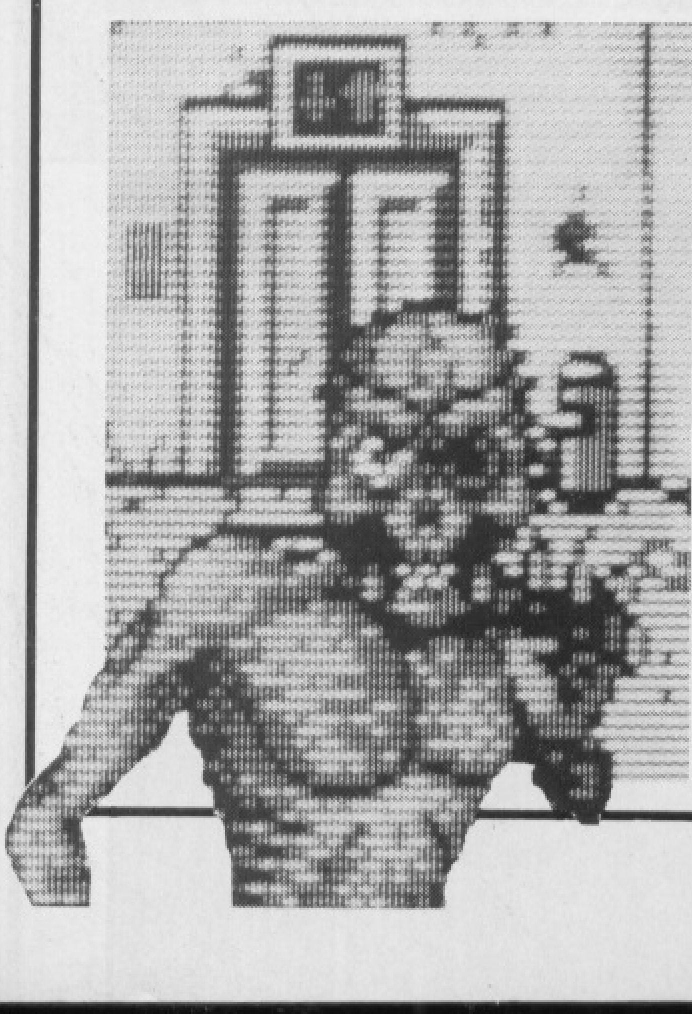








▲ The Micro Shop proves to be a mine of information... but how do you log on to that PC in the corner?

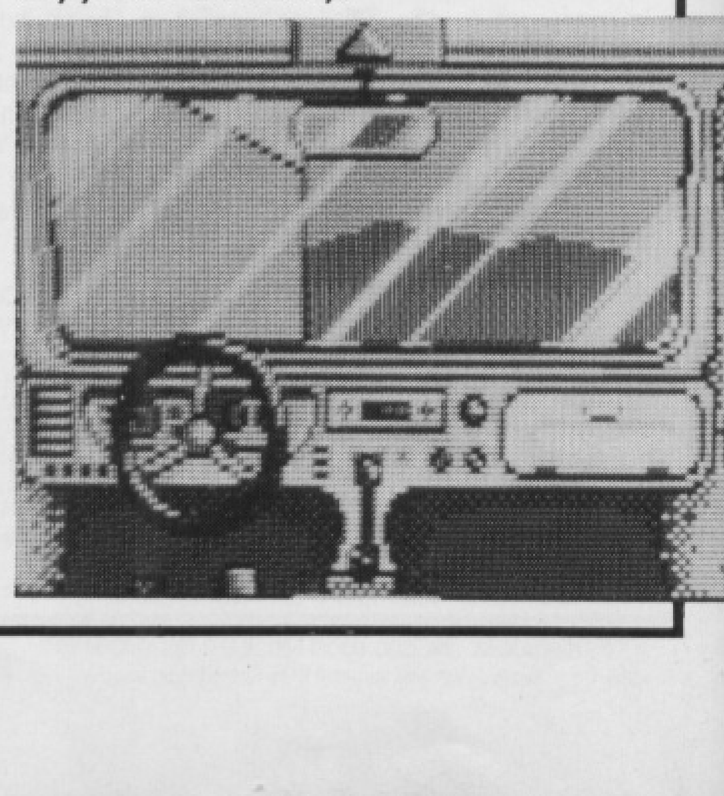


ST There's no real reason why Zombi should be at all involving. It's a rewrite of an old 8-bit game, with slow screen update, little or no animation and all movement controlled by a mouse and pointer system – hardly the stuff that exciting games are made of... but I couldn't keep my hands off it. The slow update soon becomes trivial beside the problem of blocking off the shopping centre's doors, while the air of tension is heightened by the ticking clock signifying the approach of nightfall. The all-important environment is near-perfect, as the corridors of the complex begin to take on a peculiar solidity and realism. Neat touches abound also – for example I was able to discover a couple of hidden rooms by studying a map on one of the walls, which at first sight appeared to be mere decoration. If I have any quibble it's with the soundtrack. The title tune is nice enough, but it can't be turned off without removing the essential sound effects in the process. Zombi's age and relative lack of action may deter a section of the gamesplaying public, but it's well worth the trouble – if you've the patience and imagination to get involved.

PRICE:	£24.95
RELEASE DATE:	Out Now
GRAPHICS	70%
SOUND	67%
PLAYABILITY	82%
VALUE	59%

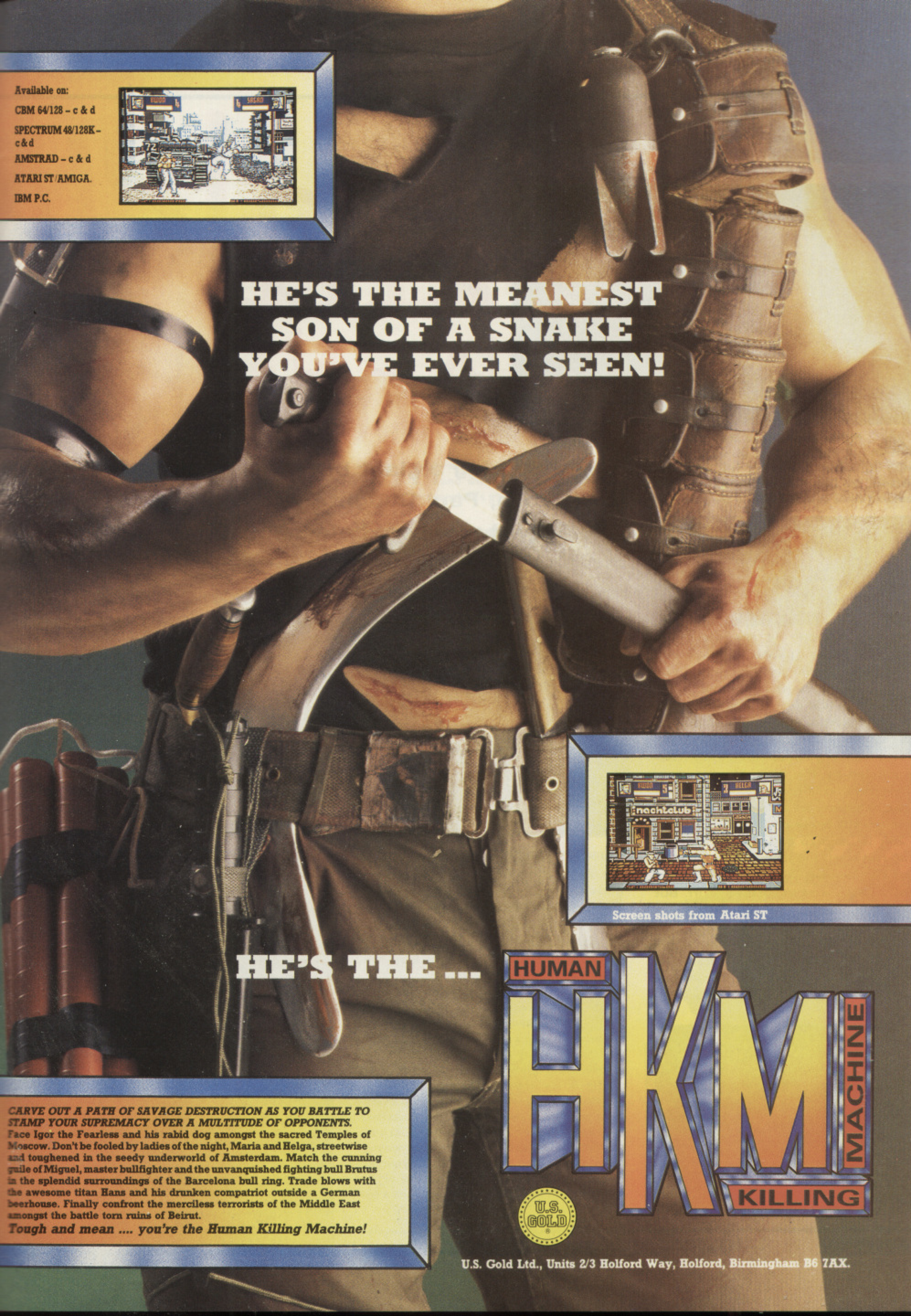
OVERALL 72%

▼ Three trucks surround the complex and could probably be used to block the three ground floor entrances – if only you can find the keys.



PC This version is only slightly behind – and remarkably similar to – the ST incarnation. Details of speed and colour capabilities are not known, but as this is not the type of game that demands either fast movement or flashy graphics, the ratings should eventually prove to be similar to those for the ST.

A For some undefined reason, zombies won't be dragging their decaying heels across Commodore screens until September at the earliest. the sharper graphics should make a slight difference, but, more importantly, the gameplay should remain precisely the same.


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The beginning of the game runs like a movie, so sit back and enjoy it. It also contains a few clues. For instance, the false nose and glasses which are featured come in useful later in the game.

Zak M
And The A

Clutching a giant bucket of popcorn, Paul Boughton takes his front row seat before the small screen. This week's main feature is a US Gold/Lucasfilm presentation.





Stupidity is rife, thickness rules, people are getting dumber by the minute. Call for the dumb-buster, alias hack writer Zak McKracken, who, with a few pals and a stale loaf of French bread, must save the world from a galactic conspiracy masterminded by the Alien Mindbenders. Their mission is conquest, which they hope to achieve by dulling the populace through the telephone system.

Zak is used to covering stories for the National Inquisitor about UFOs and two-headed squirrels. You know, really heavy and important stuff. But he's not happy particularly when there's real news out there. It's 1997 and the world's getting dumber thanks to the aliens who have installed a 'stupidity machine' which is slowly but surely reducing the population's intellect.



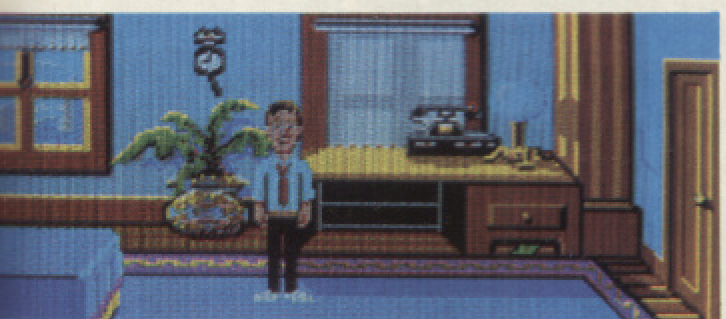
Not surprisingly, Zak finds it hard to get anybody to believe him. But he finds allies in Annie, head of The Society for Ancient Wisdom, and her friends Leslie and Melissa. Together, the four attempt to solve a myriad of puzzles, unmask the aliens and destroy the stupidity machine.



A 'sentence line' below the window allows you to construct instructions using a supplied list of VERBS and NOUNS (more of which appear as the game progresses). The inventory line at the bottom of the screen shows the items that Zak's currently holding. It's best to pick up everything you can, as even the oddest objects may have a use. A nice touch is that there's no limit to what you can carry, so there's no annoying delay where you have to retrace yourself through several screens to pick up any object you couldn't carry and gambled was just a red herring.

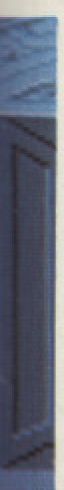


Mc kracken Alien Mindbenders



Message lines, which appear at the top of the screen, are words spoken by charcters and other related messages. The largest slice of the screen, The Animation Window, shows what's going on and where and what character you are controlling – Zak, Annie, Melissa or Leslie.

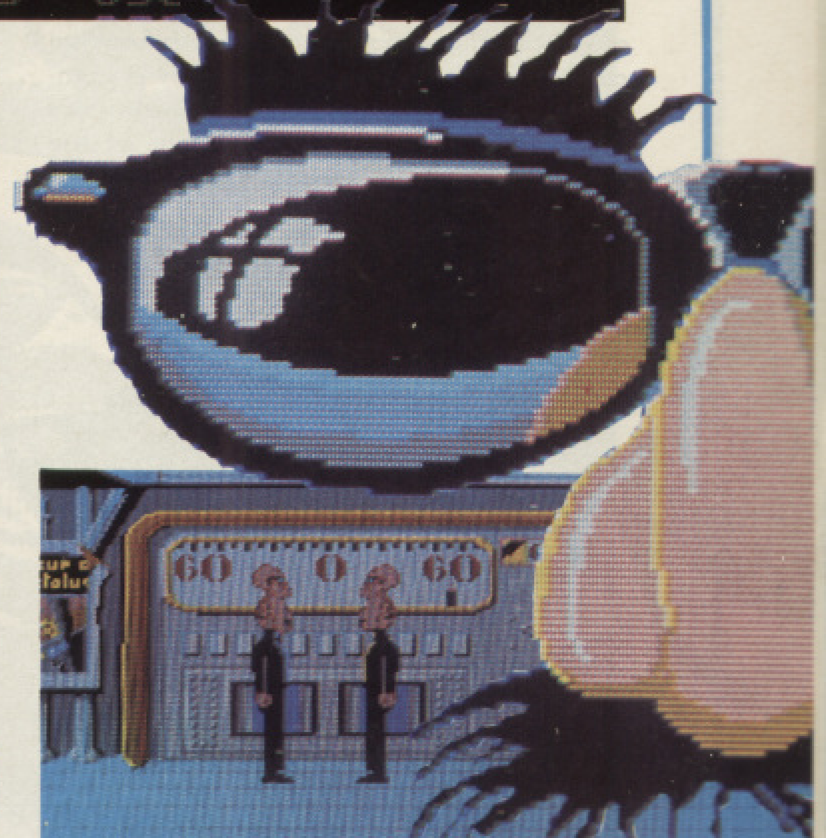




There's no time limit, so you can take your time, enjoy the view, and give some real thought to the puzzle. It's almost impossible to get killed as well. The worst you can hope for is to fali into the hands of the aliens and be made stupid. And even then, given time, you regain your powers of thought and can continue the game.

The Sell and Buy Shop is a good place to buy useful equipment and sell other items to raise extra cash. The owner is a cheat, though. I sold him an antique butter knife for 100 dollars, and it later cost me 140 dollars to buy it back.





ARE YOU NOW OR HAVE YOU EVER BEEN?

The 1970's – a time of corduroy flares, platform shoes and an offbeat cult science fiction film called THX 1138. Its director was a nobody. A nobody who has since turned into a very big somebody. A visionary called George Lucas.

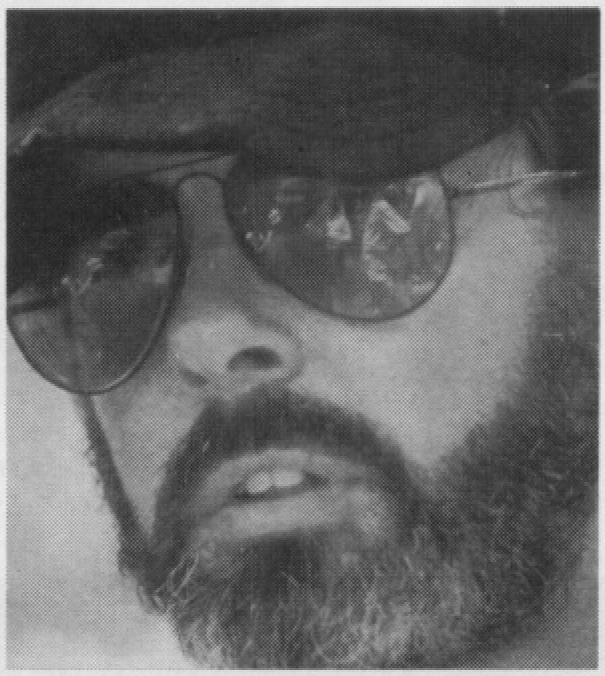
American Graffiti got him noticed, and the space western **Star Wars** made sure no-one forgot him. Over the following 11 years Lucas has gone on to produce and direct a string of successes, including two sequels to **Star Wars – The Empire Strikes Back** and **Return Of The Jedi** – two tributes to the Saturday morning picture shows in the form of **Raiders Of The Lost Ark** and **Indiana Jones And The Temple Of Doom**, and more recently **Willow**.

During this time Lucas created Industrial Light And Magic, an Oscar-winning special effects company centred around computers, which has been used in dozens of films since its inception. His intent: to lead the field in innovative entertainment ideas and technology.

Which is why, in 1982, George Lucas decided that his company should also move into a more interactive form of entertainment – computer software.

Lucasfilm Games was an opportunity to recreate the unique feel and flavour that made his films so popular on a different but very similar medium. Rather than attempt to reproduce Lucas' films on computer, the team was keen to recreate their feel.

Zak is Lucasfilm Games' first foray into the 16-bit scene, but it's radically different in approach to its first four releases, three of which utilised a system of mathematical calculations previously unheard of in computer games – fractals. In fact fractals were responsible for the concept of one of the company's first releases . . .



George Lucas: taking a cinematic feel to 16-bit computers.

A 3D shoot 'em up **Rescue On Fractalus** (previously known as **Behind Jagi Lines**) and a futuristic sports simulation **Ballblazer** were Lucasfilm Games' first projects. Despite their innovative nature, neither product did very well.

Two more 3D games followed, both utilising the fractal system pioneered by the team. **Koronis Rift** was a follow up to **Fractalus**, incorporating a more apparent strategy bent. **The Eidolon** on the other hand, was an HG Wells-esque affair which saw you negotiating caverns of your own mind and encountering an assortment of bizarre beasts.

Nothing was heard for a year, then **Labyrinth: The Computer Game** surfaced, an attempt to produce on computer a film which failed to make the intended impact over here. It was a radical departure for Lucasfilm in terms of approach. Gone was the first person feeling of 'being there', and instead there was an adventure in the form of an interactive movie. **Maniac Mansion** continued and built upon the style of **Labyrinth**, and it's this wacky humour and style which has been taken even further with **Zak**.

The transition from computer movie-style software to interactive movies of sorts is a move the team felt necessary. The reason for this seems to be the taste of the American public – less and less people seemed to be playing pure arcade-style software and were keen to get to grips with games with more 'depth' – strategy and adventure. Now of course, with the Nintendo so widely spread, the situation has gone full circle, and arcade-style games have mass appeal once again.

When you consider the age of Lucasfilm Games' first four products, it's staggering to consider they created a unique film-like atmosphere which has yet to be matched.

The 16-bit medium should be perfect for Lucasfilm to express themselves. It seems unfortunate that the company took the direction it did – in attempting to produce interactive movies, it has in many ways restricted the interaction. Still, Rainbow Arts is rumoured to be converting Lucasfilm Games' first four 8-bit releases to 16-bit. Lucasfilm Games' Project Leader David Fox promises "something on that front" in the near future, so there's hope yet.



ST

First impressions are a little disappointing, as Zak McKracken's graphics and sound are, quite frankly, disappointing by current standards. But if that's the price you have to pay for an excellent game then that's more than aceeptable. Although the disk accessing is slow and the movement often jerky, the programming skills, game design and packaging have one thing in common – quality. The care and attention that has gone into this game is impressive – and will still impress when you come back in a day, a week or a month.

PRICE:	£24.99
RELEASE DATE:	Out Now
GRAPHICS	60%
SOUND	55%
PLAYABILITY	79%
VALUE	75%

OVERALL 73%

A

Although the graphic style is still a little basic, the movement is especially smooth in this version and the graphics are a good deal more distinct. The limiting of the code to two disks as opposed to the ST's three is another noticeable advantage.

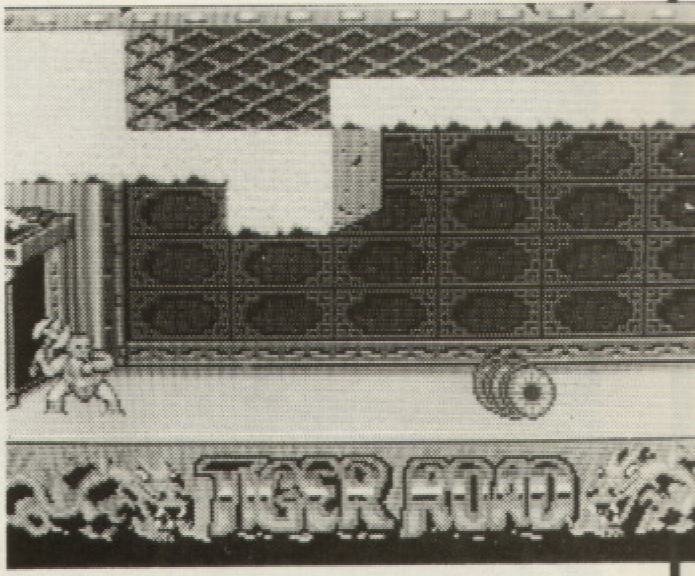
PRICE:	£24.99
RELEASE DATE:	Out Now
GRAPHICS	63%
SOUND	55%
PLAYABILITY	80%
VALUE	77%

OVERALL 75%


RED HEAT
The heat is on ... and the chase is in full cry as East and West join forces to hunt down a Soviet drug-dealer. The two detectives – one Russian, one from Chicago – both have different reasons for capturing their prey as they come face to face with the 'Cleanheads' gang, fist fights, gun fire and
a breathtaking bus chase. The hottest film tie-in to date – it's all action with stunning graphics – feel the heat – see RED!
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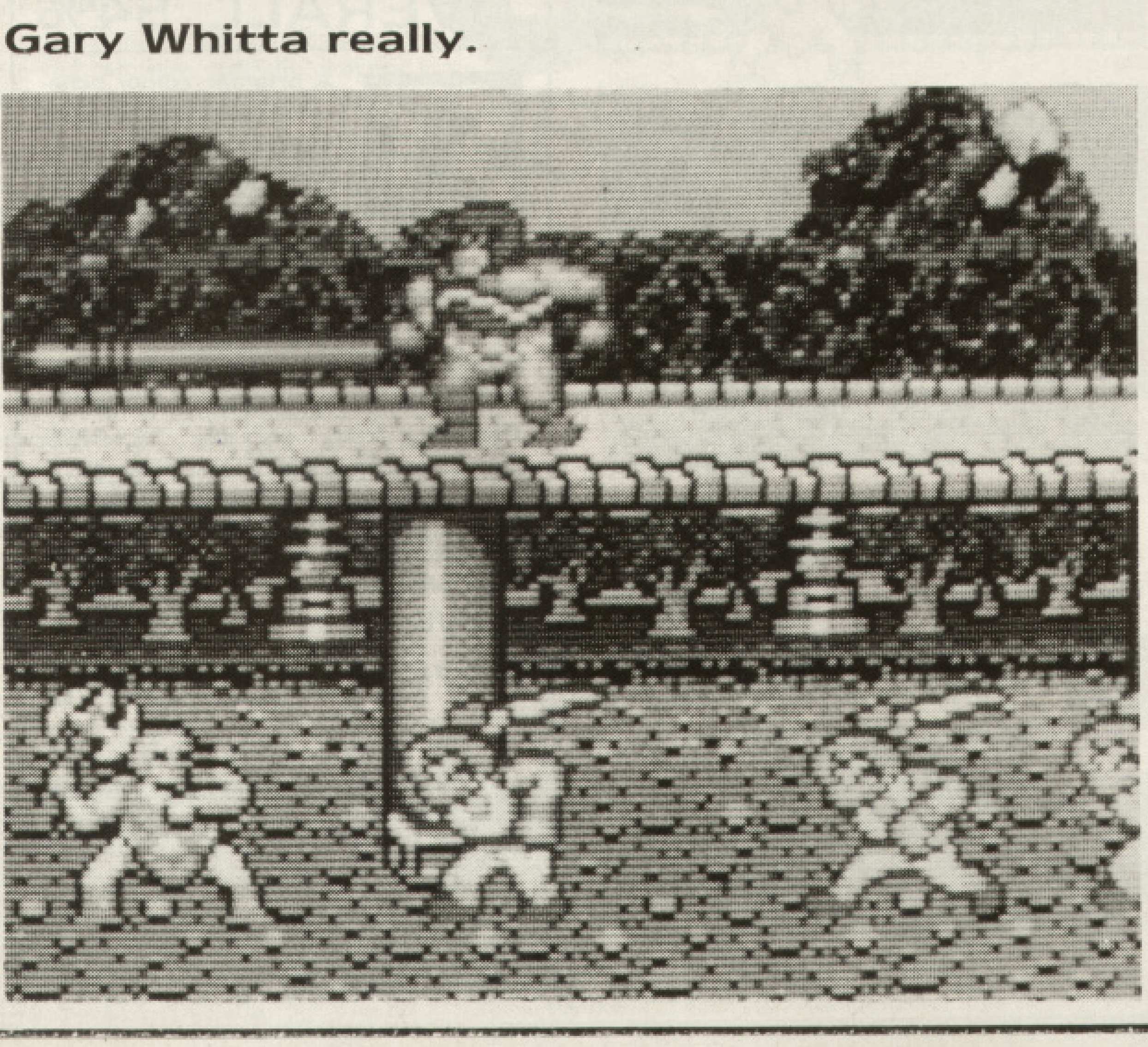
Tiger Road



Roll out the barrels... Successfully navigating Level Three requires honing your jumping and slashing skills to perfection. The easiest way to progress is to duck down and smash the barrels as the low ceiling often makes it difficult to jump over them. At the end there's a face-to-face showdown with a keg-hurling dwarf.



Who said that Japanese were as fleeting as shadows? The hero of Go!'s latest Capcom conversion is short and fat but as hard as nails. Just like Gary Whitta really.



US Gold's exclusive deal with Japan Capsule Computers (that's Capcom to the uninitiated) has had one rather peculiar result: instead of the home computer versions following in the wake of success in the arcades, some of the titles have actually appeared first on the micros.

This is certainly true in the case of **Tiger Road**. The coin-op was shown for the first time in this country at the PC Show last September, and has yet to make it to most arcades, yet here it is just itching to slash its way into your home.

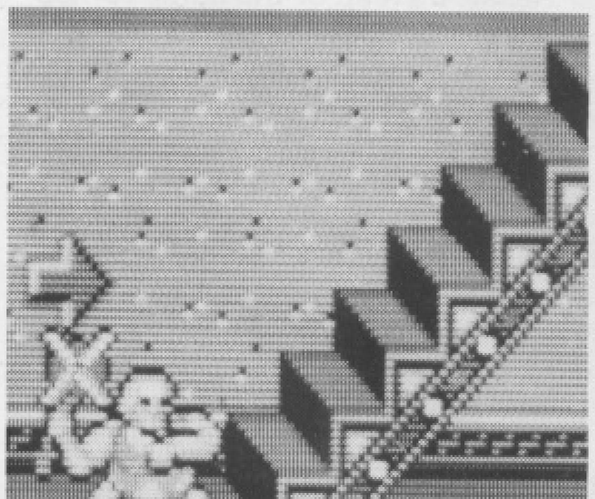
For the record, the evil Samurai Ryu Ken Oh has been causing much trouble in Japan of late – his latest escapade being to steal away children in the dead of night on horseback. It looks as though it's time to send in Lee Wong, champion of the good guys. He may be ugly and bald, but nobody messes with Lee and lives to tell the tale.

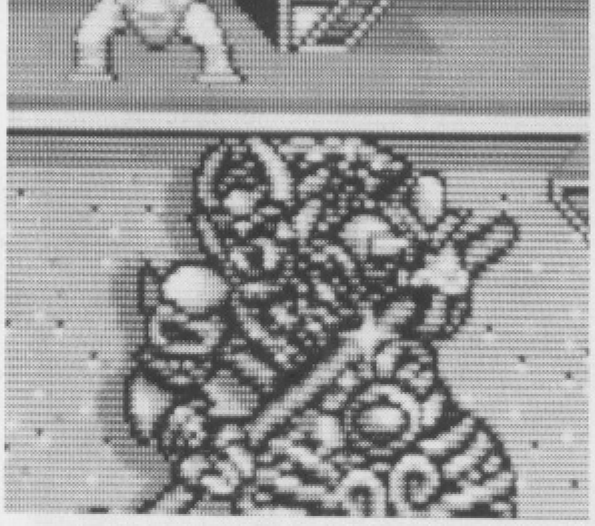
Lee Wong's quest is split into five levels, each offering a slightly different (and tougher) challenge. The first is similar in style to the ageing Data East coin-op Kung-Fu Master **and serves as a spot of combat practice for what's to come. The enemy attack in hordes, but pose few problems as a swift axe blow soon sees them off. Those with more derring-do than most can leap up to the elevated platform and take on the spear-lobbing giants.**

REVIEW

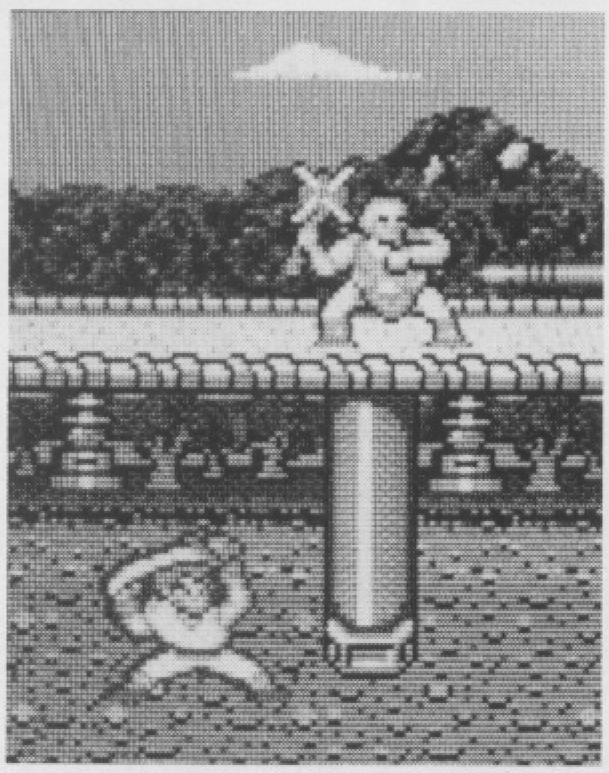


The second stage is a multi-level affair with corridors blocked off at regular intervals by dragon statues, so it's necessary to leap from floor to floor to find the exit.

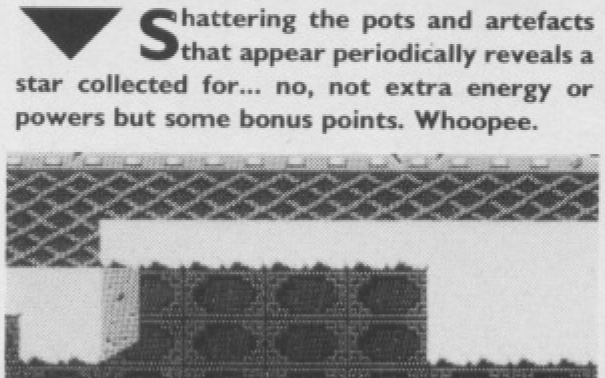




At various points in the game the axe can be exchanged for a mace. It doesn't seem to be any more deadly though...



Shattering the pots and artefacts that appear periodically reveals a star collected for... no, not extra energy or powers but some bonus points. Whoopee.



A

Tiger Road is one of Probe's more accurate conversions – but this could be because the coin-op isn't much to shout about. Five levels of gameplay hardly seems enough, especially as it's possible to cut and thrust through four of those levels on the first day. What's there is enjoyable, even though progress is more down to button-hammering than skill. The soundtrack is one strong point, consisting of some meaty sampled effects coupled with an impressive oriental theme tune. The graphics however are a different story. The sprites shuffle along unconvincingly and at times seem to be 'floating' across the screen, while the black outline around most of the figures only help to make them look even more distant from the backdrops. A shame really, as if Tiger Road had some extra levels, weapons or gameplay elements it could have been outstanding.

PRICE:	£19.99
RELEASE DATE:	Out Now
GRAPHICS	63%
SOUND	79%
PLAYABILITY	60%
VALUE	58%

OVERALL 54%

ST

A brighter colour scheme makes this version ever-so-slightly more impressive graphically than the Amiga. Otherwise the gameplay remains the same, but the unimpressive sound is a real let-down, consisting of tinny digitised sword-clashes and title music. Not surprisingly it's a two-disk affair, but swapping has been kept to a minimum.

PRICE:	£19.99
RELEASE DATE:	Out Now
GRAPHICS	67%
SOUND	68%
PLAYABILITY	60%
VALUE	58%

OVERALL 54%

PC

Probe is about two-thirds through completing the IBM-compatible version which will be the same price as both others and will support both CGA and EGA graphics modes. The finished version should hit the streets next month.

Be part of the action

at the ATARI COMPUTER SHOW

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Fri & Sat: 10am – 6pm,
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If you're travelling by road, the show is only 15 minutes away from Junction 25 on the M25. Car parking is free.

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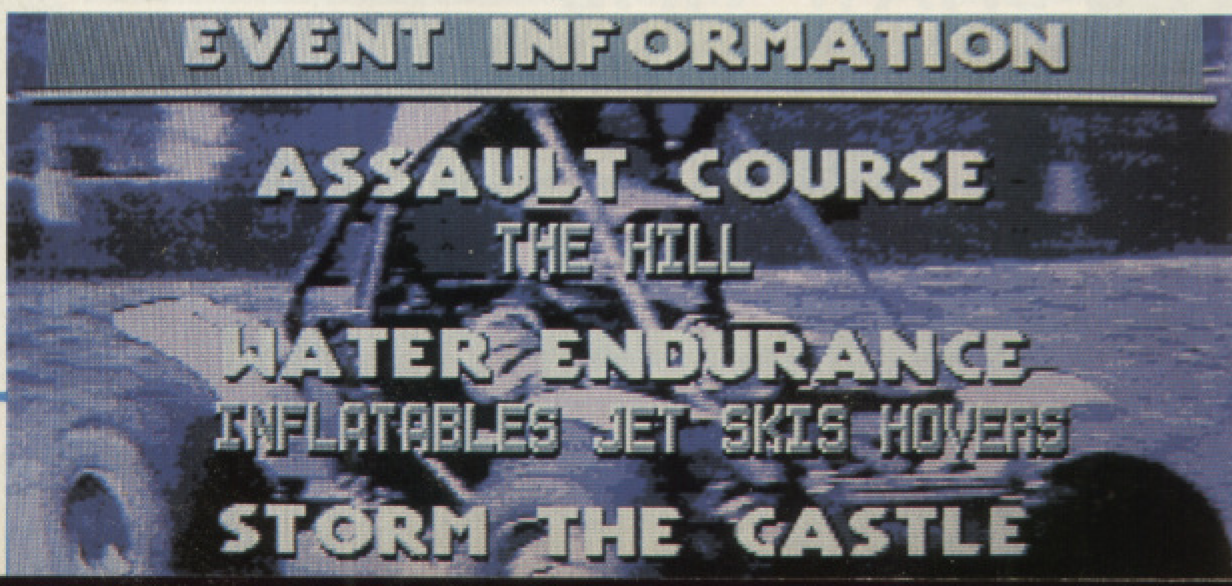

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Run The Gauntlet



Martin Shaw shaved his curly locks and traded in his CI5 issue pistol for a microphone and wet-suit to host ITV's action sports spectacular. Now thanks to Ocean's official conversion Gary Whitta leaps into the nearest beach buggy and joins Martin for some watersports.

Selected events and the order they come in are calculated completely at random. The itinerary for the day is split into three parts, each with elaborate titles like 'Storm The Castle' and 'Power Extreme', and each comprising three of the nine games variations (apart from the assault course which stands alone).



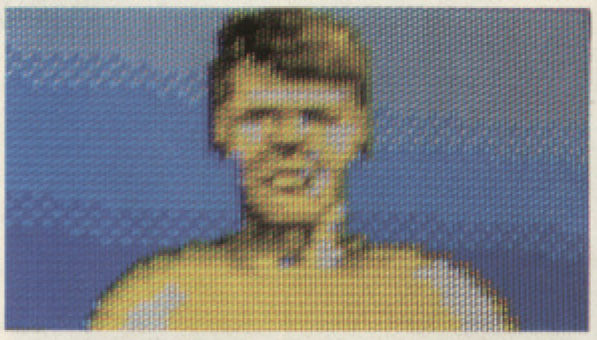
"Hi, I'm Marti Shaw. This is **Run The Gauntlet**. If you want to see action sports... this is the place to be." And with that short piece of digitised speech, Martin Shaw begins the game of the show that's best described as a serious version of **It's a Knockout**.

The conversion is presented and played in a similar format to the show. Each of the events is essentially a race against both the clock and other contestants.

There are three types of event – aquatic, off-road driving and a torturous assault course known as 'The Hill'. In practice however there are nine different games, as the water and road races are divided into four subsections (For example in the water races there are four different types of craft to drive.



Chances are the first event you'll play will be one of the water races. Each course is roughly three scrolling screens long, and there's a specific route to take around each one (displayed on a radar-type map). Apart from moored boats, islands and piers that get in the way, there are also the two pacer boats to watch out for and underwater time-bombs which threaten to throw you off course.

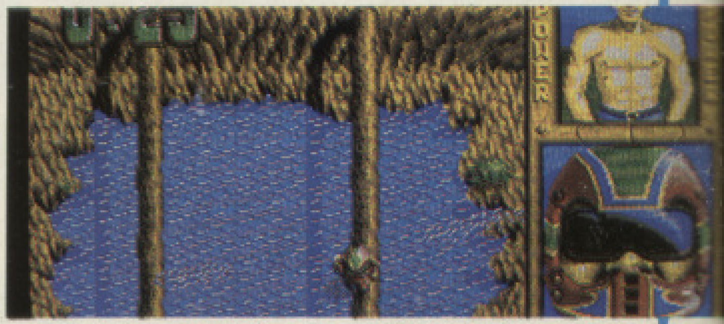


Watch out for the innovative power meter in the assault course event. Rather than a creeping bar, your runner's energy is depicted by a body that starts as a mere stripling and, as the waggling gets faster, expands to Arnie-type proportions!



Just like the water races, the off-road driving events throw up a set route to follow around each track (if you cut too many corners the computer simply won't acknowledge a lap). This time however, there's less room for error as the track gets narrower and more obstacle-ridden. The ramps don't help much either – jump over one too fast and you're liable to drive right off the track!

This is the one that sorts the men from the boys. Two minutes of high-speed joystick torture leaping over walls, wading through water, tiptoeing across greasy logs avoiding jets of water and tackling the near-impossible scramble net. It's not all mindless waggling though. The scramble net and the water pools are two obstacles that require a rhythmic regulated movement in time with the runner's arms rather than red-in-the-face stick jerking.



A Martin Shaw would be proud of the Manchester crew's efforts. The show's formula of combining sport with stuntman-style action works just as well in binary as it does on the box. The whole thing has a TV feel to it (watch out for the cameras on the river bank in the boat races) and Mr Shaw himself even makes several digitised appearances throughout the proceedings! TV licence aside, all three games play well in their own right, with the different vehicles and courses making up for the small number of events. The system by which the order of events is calculated works very well as you'll never play the same game twice, unlike most other sports simulations where the order of events is fixed. The boat racing is my personal favourite, especially on the jet-skis where, with enough practice, you can pull off some jaw-dropping high speed turns around the hairpin bends to impress your mates with. Forget the plethora of olympic simulations... for sheer fun value this is the best there is.

PRICE:	£24.95
RELEASE DATE:	Out Now
GRAPHICS	75%
SOUND	73%
PLAYABILITY	78%
VALUE	70%

OVERALL 74%

ST Like the Amiga version, it's a two-disk affair. This one is ever-so-slightly slower but the game plays just as well nevertheless. Aesthetically there's virtually no difference and even the sampled sound is every bit as impressive, apart from the lack of the speech at the beginning (a major blow to ST-owning Shaw fans).

PRICE:	£19.95
RELEASE DATE:	Out Now
GRAPHICS	75%
SOUND	75%
PLAYABILITY	78%
VALUE	76%

OVERALL 74%

PC An IBM-compatible version is in the offing, but as yet no programming work has started and so no decision has been made regarding CGA and EGA compatibility. The finished product is scheduled to appear in the latter half of the year at £24.95.

IT'S SHAW-TIME

The original idea for ITV's Run The Gauntlet came from producer Julian Grant who says he wanted to create a show that was a 'short sharp shock' for viewers. Julian wanted the games and challenges to require a combination of skill and stamina, and nobody can deny that they do. Even the Royal Marine Commandoes and Parachute Regiment who took part in the first series admit they had a tough time of it! Since the show started three years ago it's been going from strength to strength and the last series of five hour-long shows netted over 9.5 million viewers. A new series is in the pipeline, but action man Martin Shaw won't be hosting it (Julian's currently on the lookout for another macho actor to take his place). Also planned is an Eastern Bloc special, with participants from the Soviet, Hungarian, Czechoslovakian and East German armed forces. Glasnost or what?

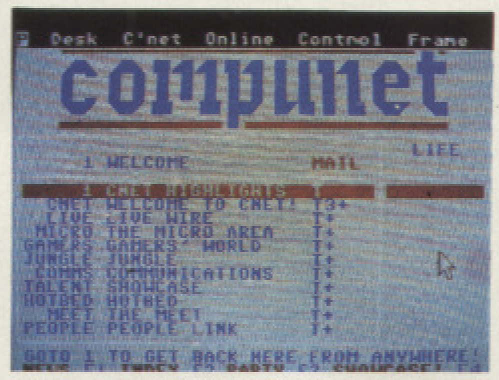


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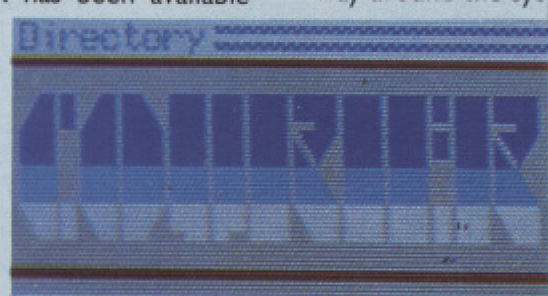
HEARD I

P



How publicly available is Public Domain software? The most popular channels seem to be through either a friend of a friend or mail order libraries. But there is an alternative, arguably the most convenient method of information exchange – the telephone line. Plug in, log on and download. Gary Whitta has...

Electronic information networks are nothing new, but generally they're of little or no interest to the less serious user, with the majority used for electronic mail or teleshopping services. Compunet, on the other hand, offers fun for all the family. Britain's only totally leisure-orientated network has been available to Commodore 64 owners for four years, but has only recently expanded to accommodate ST and Amiga owners (PC capability is still three months away).



The system's nerve centre, housed in Perivale, Middlesex, is a £50,000 IMP/Cambridge Computers VMEbus-based multi-processor comprising one 68020 and four 68010 processors, six megabytes of on-board memory with all data stored on drums of hard disks. Twice the size of the average fridge, this machine transmits and receives data from telephone-lines across the country. But does the light go off when you shut the door?

But all of this data would be nothing but a seemingly random series of electronic impulses were it not for a little black box...

The modem is basically an electronic bilinguist, translating computer code into sound (MOdulation) which is then transmitted via the telephone line. Similarly, the modem translates incoming data into a form the computer can understand (DEModulation).

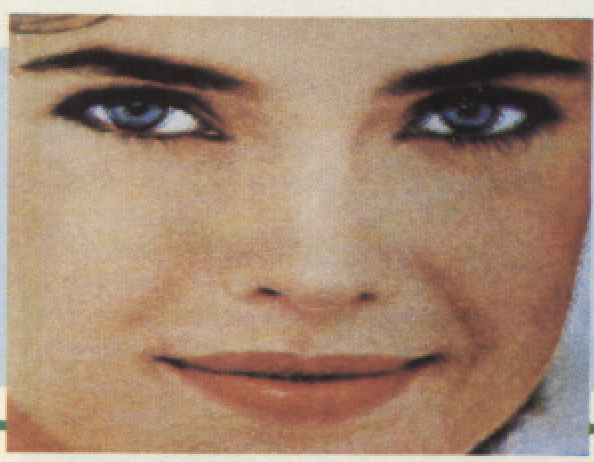
But forget the technical ins and outs, as Compunet's leisurely style requires no knowledge of techno-jargon like 'baud rate' or 'parity bit'. The range of services offered is similar to but wider than, say, Teletext, but finding your way around the system is just as easy. However Compunet's greatest attraction is its interaction, to the extent that a unique sub-culture is formed.

Everything seen and heard on the system is produced by other users. Programmers parade their art, music and demos in relevant sections, and the speed and ease-of-use of the system means that demos often appear on C'net long before they're available through mail order PD libararies.

Up and coming talent can often be seen or heard through this computerised grapevine: programmers Jeff Minter, Tony Crowther and Sensible Software were once regular users, as was musician Rob Hubbard and graphic artists Bob Stevenson and Hugh Riley (who provided the visuals for System 3's Commodore 64 incarnations of **Predator, Last Ninja and Ninja II).**

Less technically-minded users are also amply catered for. There are plenty of binary magazi-





Some examples of the demos available via Compunet. As well as the obligatory slideshows, many of the classic 16-bit demos can be found in the hall of fame including the ST's Shiny Bubbles and the Amiga's Elgato and Juggler.



T THROUGH THE HONELINE



nes (and thanks to some technical wizardry, text written by 64 'netters can be read by ST and Amiga users and vice versa), most of which are found in 'The Jungle', a free-for-all area containing specialist sections with demo and game reviews, news, opinions and tips. And if you get bored with the opinions of others, there's no reason why you can't put your own on display.

As testimony to C'net's interactivity, there's the infamous Party Line – a real-time chat service where C'net users get together for a natter – and Federation II, a multi-user space adventure game featuring the ultimate in character interaction, because everybody you meet is a fellow 'netter.



So how does it work? As soon as a demo is created, be it animation, art, music or even a simple text frame, it's 'uploaded' to the C'net mainframe where it's immediately available to every other user. Interested parties simply select 'download' and a copy of the demo is transferred to the destination machine where it can be saved to disk for posterity.

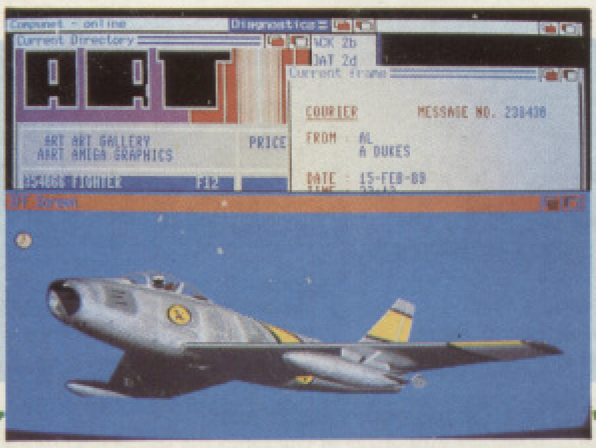
It really is as simple as that.

Compunet's speed and efficiency is a continual attraction to demo programmers as a place to show off their efforts, and there are around 200 titles currently available (each demo has a lifespan determined by the finances of its uploader – it costs to store material on C'net's mainframe, although it does provide a useful back-up service). Any classics are stored, courtesy of C'net, in the Hall Of Fame.

Bear in mind, C'net ties up your phone line (sorry, Mum), and with the exception of text frames and static graphics, demos have to be run offline – ie: log off and turn off first.

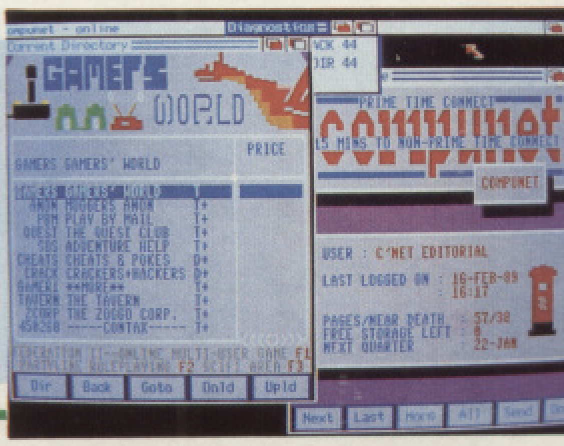
The cost is also quite user-friendly. A compatible modem is required, otherwise you need to fork out for a starter pack costing around £150 and including a month's free subscription. Quarterly subscription charges range from £12 to £19, with normal telephone charges applying on top. Using the service outside of peak hours, the charge is around 50 pence per hour. Finally, there are additional charges of between £1 and £1.50 an hour of optional services like Party Line and Federation II. In light of the recent horror stories of people running up huge bills on telephone chatlines, you may well worry about the modem equivalent. As a step towards a form of failsafe, you have to pay a network charge. Exceed your credit limit and you can't use the system. Insurance for both parties, really.

Compunet lives at Unit 26, Sheraton Business Centre, Wadsworth Road, Perivale, Middlesex UB6 7JB. Tel: 01-997 2591.

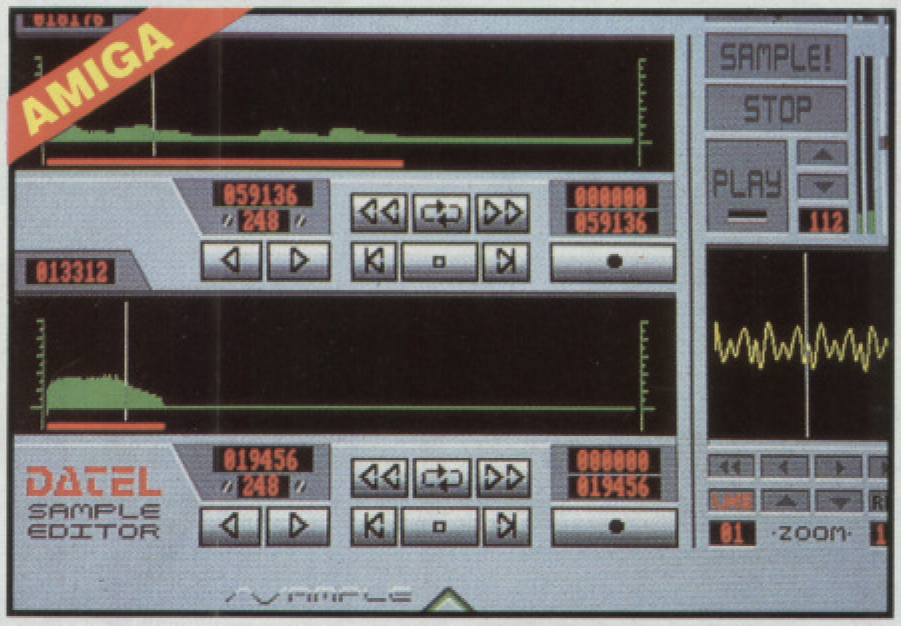


Multi-tasking is a piece of cake on Amiga C'net. Here an IFF picture is downloaded while the user reads his mail – coo!

The contents page of the fanzine Gamers World, a computer games players games magazine on computer. The postbox indicates that there's mail waiting to be read.



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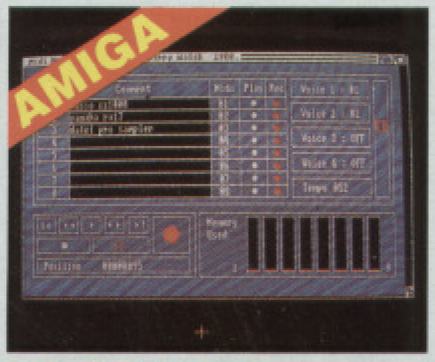
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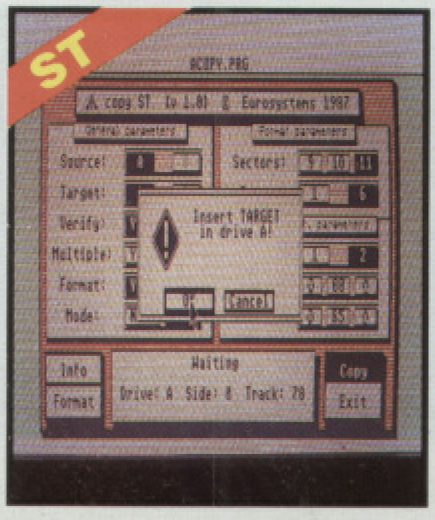
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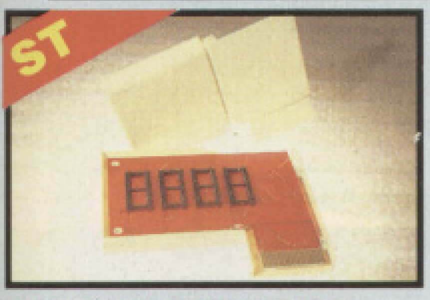
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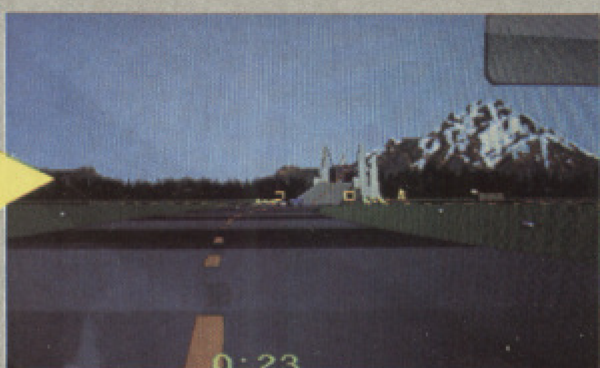
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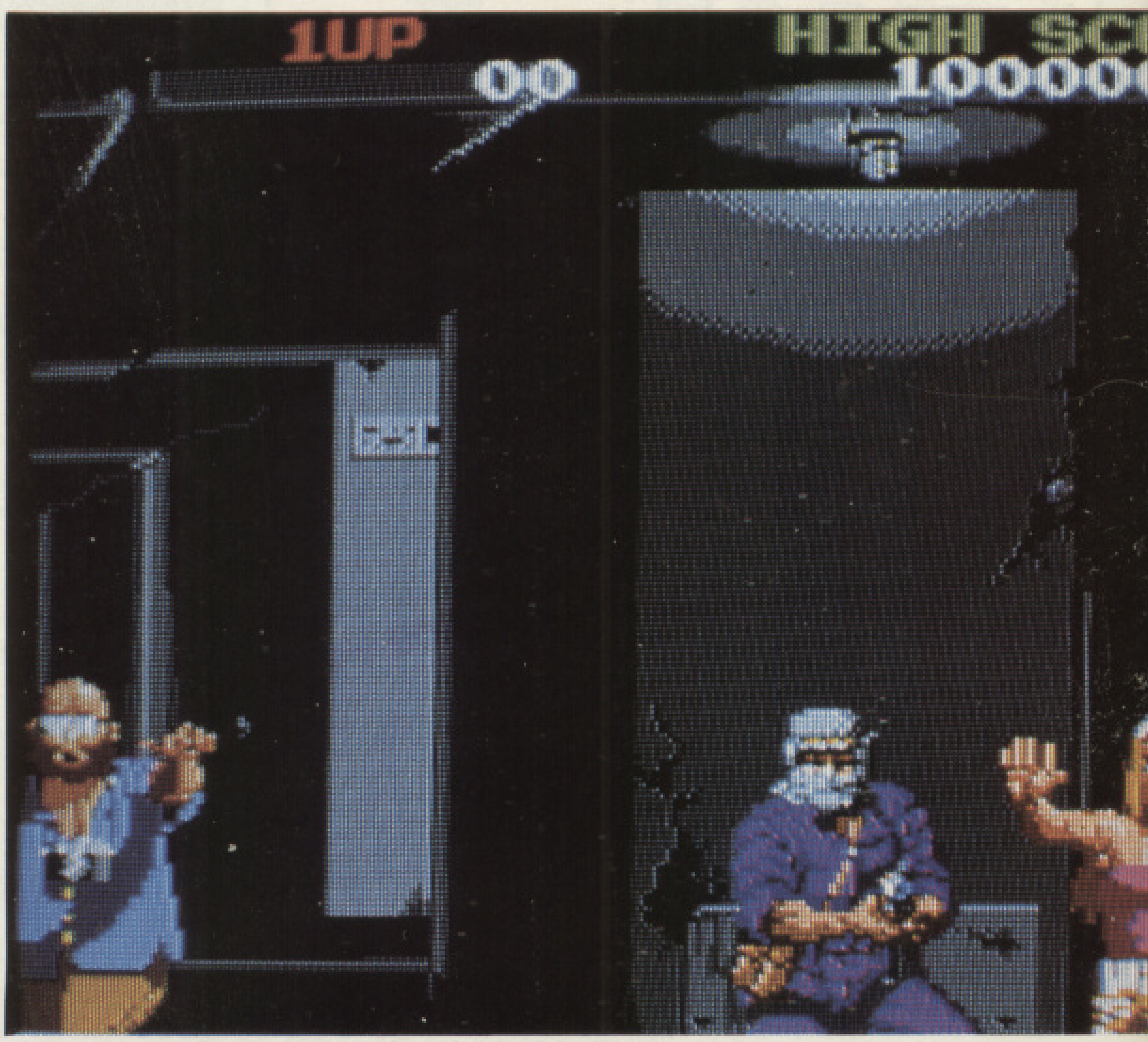


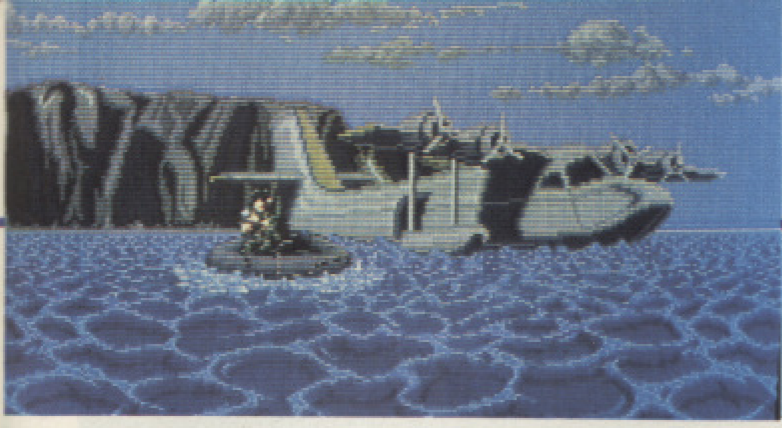
OPERATION T



In keeping with the current political climate, the enemy has traded its camouflage for a little 'off the shoulder Palestinian number'. I was going to make some reference to that helicopter in the top left corner, but why should I bother? It's history.



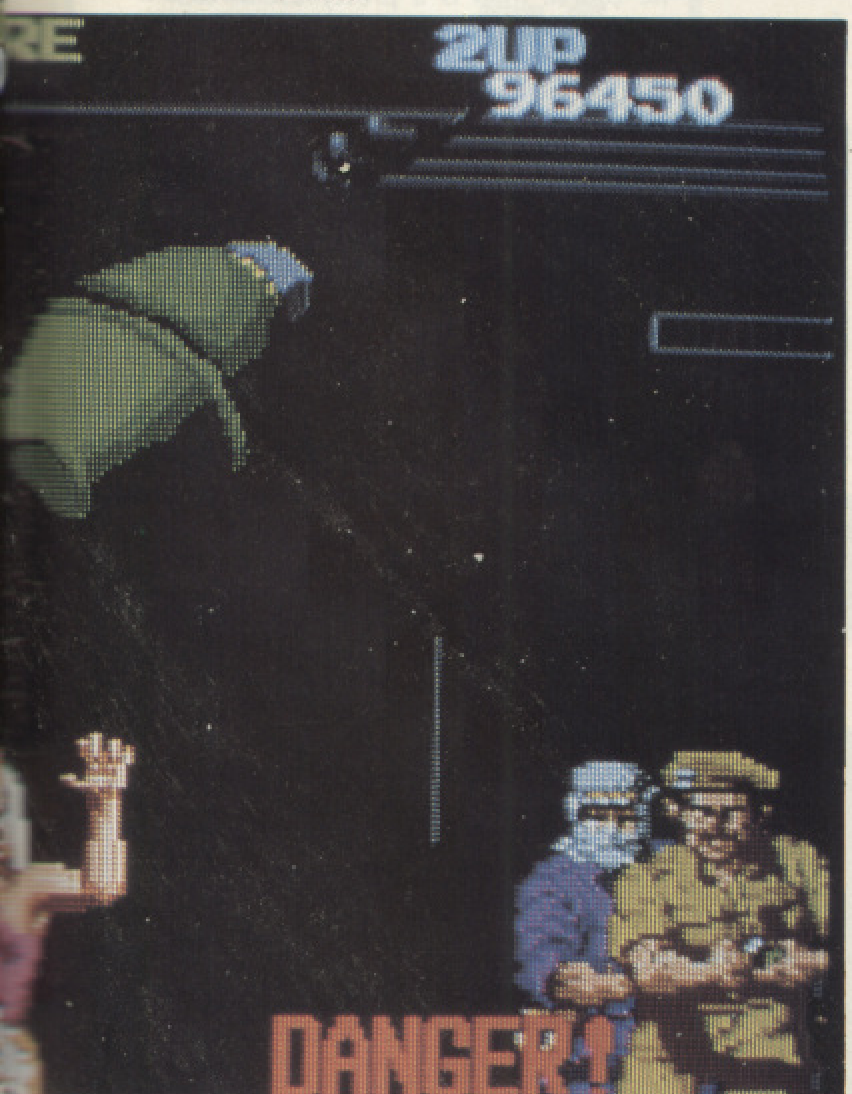




HUNDERBOLT (Taito)



It gets a little tricky when the hostages begin to mingle with the terrorists – especially with grenades and knives starting to fly into the bargain. In case you needed reminding, the small red message is telling you that the terrorists don't want to discuss surrender terms.





Remember Roy Adams? Funny, I didn't either – but apparently that's the name of the geezer who caused all that mayhem in *Operation Wolf*... it's not exactly a name designed to strike terror into the hearts of the enemy like Rambo or Atilla The Hun is it?

That aside, Roy's back for *Operation Wolf II* – this time aided and abetted by the equally butchly-named Hardy Jones. That's right, the sequel to the world's favourite coin-op is a multi-user affair with two cabinet-mounted Uzis there for the taking.

Otherwise things are more or less exactly the same, with the hostage-rescuing scenario retained but this time played out over alternating levels – the first, third and fifth moving like *Out-Run*, and the rest scrolling horizontally like the original.



Remember the random supplies scattered around the original landscape? This time they're delivered in a slightly more realistic fashion, falling out of the sky on mini parachutes. You still have to shoot them to collect the contents, which now includes body armour and a laser sight (which displays a small red dot on screen and makes aiming that much easier).



The final section is well worth waiting for, featuring a tricky shoot-out along the length of a seized airliner. There are more than too many hostages getting in the way, and at the risk of stating the obvious... don't hit the pilot.



HARD DRIVIN' (Atari)



Wheeeeeee! This bridge jump may look a little complex, but keep your head, watch the road signs, keep an eye on your speed and pray very hard to St Christopher and you may just make it.





This is a driving simulator with an emphasis on accuracy, so if you lose your way and lurch into that barn you're likely to wind up in a little more trouble than just having your girlfriend nagging at you.

Atari pioneered the 'first-person perspective' racing game with Pole Position, and then never really followed it up (with the possible exception of Road Blasters). Hard Drivin' however takes computer racing games to their logical conclusion by incorporating as much realism as possible (right down to an ignition key replacing the starter button).

In actual fact, this realism has a genuine purpose, as this filled 3D coin-op started life as a genuine driving simulator for tutorial purposes, but the lure of lucre prompted the development of this incarnation which has a stunt track racing game bolted on to the basic replica.

All well and good, but Hard Drivin's innovation also happens to be one of its weaknesses. You have to learn how to drive before you can actually play, and while the feel is real, the gameplay is ultimately unremarkable.

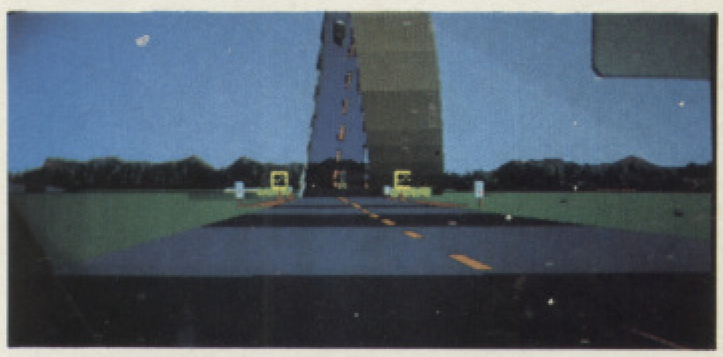
Incidentally, this is already scheduled to appear later in the year as part of Domark's Tengen deal.



Whoops! A little prang has put paid to your No Claims Bonus. However, if the damage isn't too severe, you should be able to continue until the next bash.



The course map is a pretty useful tool – unfortunately it doesn't appear until your drive is over... weird, eh?



COUNTER FORCE (Jaleco)

Imitation may be the sincerest form of flattery, but this is probably taking things a little too far. Is there really any need for another game sporting a cabinet-mounted machine gun and played out across five scrolling levels?

The only attempt at variation (even if it is a little feeble) is the addition of a pump action mechanism to the gun, which in fairness looks and feels a lot better than the Op Wolf version.

Unfortunately the gameplay is horrendous – slow unimaginative and burdened with a hopelessly erratic difficulty level – and despite the gun's apparent class, it fails to add anything to the atmosphere.





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CYBERBALL (Atari)



Fortune has smiled and your team is poised to score a touchdown. The L denotes the player controlled by the left hand joystick – in two player mode another player would be highlighted by... guess which letter? The three white crosses in the end-zone are the points to which the Quarterback can pass the ball.



Both offensive and defensive plays are picked from a choice of four. The position marked in white is controlled via the joystick, while the remaining players go about their business with some degree of 'intelligence'.

You may think that American Football is pretty rough as it is, but if Atari's prediction is correct then by the 21st Century the Hyperdome will be no place for human beings. Cyberball **is futuristic football, contested by mechanised players fighting it out on a fully-automated gridiron.**

The cabinet is an unusual affair – somewhat similar to a previous Atari offering, Xybots **– with two screens and control panels offering a variety of modes of play. At its simplest, two separate games can be played simultaneously. Otherwise, either one or two players can compete against another one or two players, or one or two players can take part against the computer – got that?**

Like Hard Drivin', Cyberball **is set to be a forthcoming Domark release.**



In a similar fashion to the offensive plays, a single defender is controlled when the opposition has possession. A turbo booster can be brought into effect when the going gets tough to speed the defender towards the ball. The ball's colour denotes its status (in this case yellow), moving from a safe white to a critical red. If it's held onto for too long, the ball explodes and possession changes hands – has there ever been a better incentive for a smooth flowing game?



IKARI WARRIORS III (SNK)



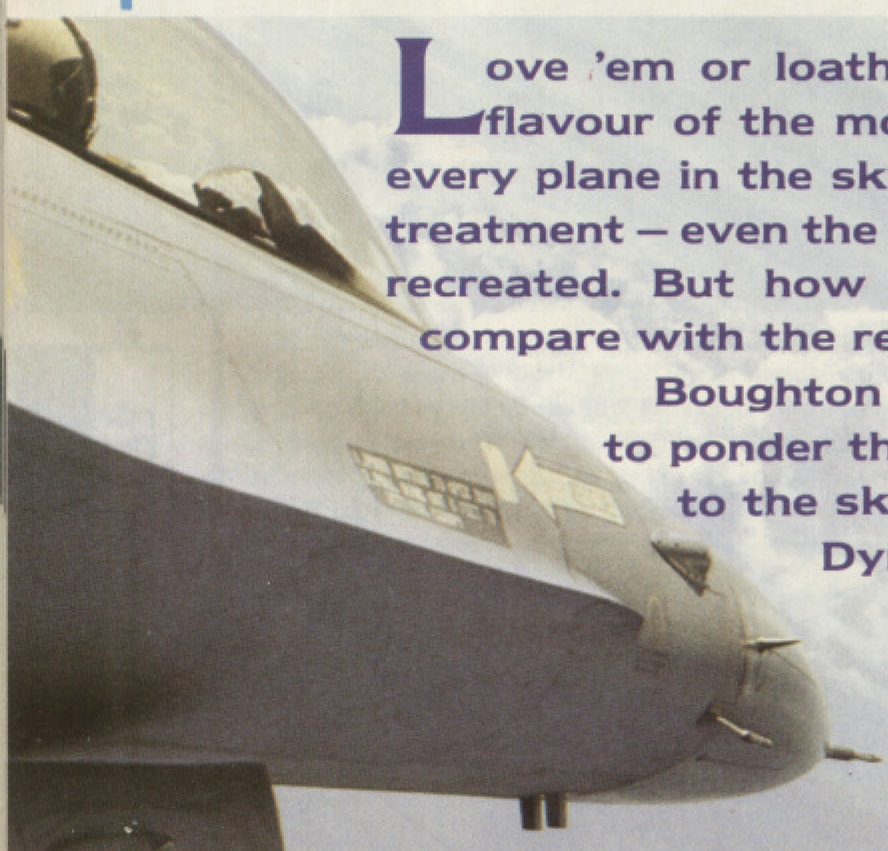
Crack commandos Paul and Vince shot their way through Ikari Warriors **and** Victory Road **– and now they're back.**

Multi-directional scrolling aside, the biggest difference between this and previous 'Paul and Vince' games is the boys' new size: the tiny sprites of old have been replaced by a pair of massive muscle-rippled hunks. SNK has taken advantage of modern coin-op technology, but no real advance has been made in gameplay terms. That said, it's still a good laugh – and as usual it's more amusing as a twosome.





TAKES YOU AW

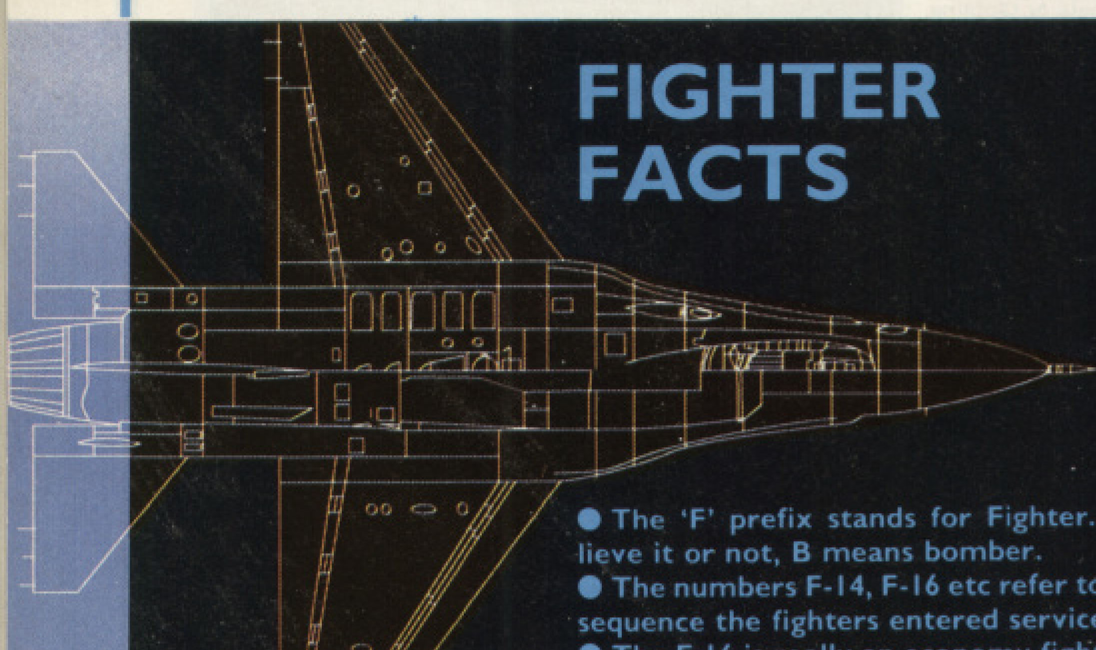


Love 'em or loath 'em, simulators are flavour of the month, with just about every plane in the sky receiving the 16-bit treatment – even the shuttle has now been recreated. But how do these simulators compare with the real thing. Paul Boughton has little time to ponder this as he takes to the skies in General Dynamics' F-16.



More and more jet fighter flight simulations are zooming onto the market, with each claiming to be more sophisticated or realistic than the last. Check out the current crop: **F-19 Stealthfighter** (MicroProse); **F-16 Combat Pilot** (Digital

FIGHTER FACTS



- The 'F' prefix stands for Fighter. Believe it or not, B means bomber.
- The numbers F-14, F-16 etc refer to the sequence the fighters entered service.
- The F-16 is really an economy fighter – even at a cool $17 million – that's why so many countries have bought it. An F-15 will cost around $39 million, and an F-14 will set you back about $42 million. As for the F-19 Stealthfighter... don't ask.
- Some people think the star of the movie Top Gun was Tom cruise. they are wrong. The real star was a F-14A Tomcat.
- The F-14 is primarily used as a fleet defence aircraft.
- Top Gun was factually very good, but there were one or two errors in it. Remember the scene where Cruise's fighter flies canopy to canopy with the Russian craft? Well, if they flew that close in real life the F-14's tail would have been embedded in the Soviet plane. Also, remember the scene where Goose gets killed when he ejects from his fighter. That too is very unlikely to happen in reality.
- If you land a modern jet fighter without lowering the undercarriage it tends to make a mess on the runway.
- Perhaps the deadliest known missile in



[U]R BREATH [AW]AY

Integration); **Falcon** (Spectrum Holobyte); **Jet Fighter** (Velocity); **F/A Interceptor** (Electronic Arts) and **F-15 Strike Eagle** (Mirrorsoft). And, of course, there were also the not-so-serious games **Sky Chase** (Ocean) and **After-burner** (Activision).

Of these most feature the F-16 Fighting Falcon, an aircraft which many reckon to be the world's most exciting all-round jet fighter. Without doubt it's the best 'dogfight' aircraft. It's reliable, safe, effective in both day, night and all-weather combat.

One word sums up the F-16: Awesome. It's a superb piece of military hardware, a highly sophisticated killing machine. More than 2,000 are now in service around the world, each costing around $17 million.

General Dynamics, the American company which designs and builds the fighter, started work on the F-16 programme way back in 1972 in response to the growing need to build a lightweight fighter. A succession of models over the ensuing years has kept the aircraft up to date. And research and development are still continuing – in fact, a master plan for F-16 improvements is mapped out until the year 2,000!

So that's where it comes from – but what does it do?

The F-16 is a multi-role aircraft. As a fighter, its manoeuvrability and acceleration has carved a reputation as the world's best 'dog fighter'. In its Ground attack role, the F-16 can accurately deliver missiles to ground targets without ever flying over them – in fact, when carrying an ALCM (Air-Launched Cruise Missile) the F-16 can take out a city at 500 miles. As an Interceptor, the F-16 is routinely used to intercept foreign intruders and force them back into neutral airspace. Or down them. In a less warlike role, the weaponry can be replaced by a variety of 'reconnaissance pods', enabling it to take photographic and infra-red images. Finally, an anti-shipping role can be assumed by use of 'fire and forget' anti-shipping missiles.





the world is the Phoenix. At about 150 miles it's lethal. It's equipped with its own radar and navigation system. Very few have been tested because of the expense.

- **When you see pictures of F-16s the pilots always appear to be sitting upright. This is an unlikely position for them to adopt unless they are being photographed or flying vertically. Normally the pilots are in an almost lying down position.**
- **The first combat jet fighter to fly was the German Messerschmitt 2262A. It took to the skies in 1944. The first British jet to fly combat was the Gloucester Meteor, also in 1944.**
- **Probably the world's top fighter is the F-19 Stealth Fighter. Many of its details remain secret. It's been in service for about two years but very few photographs have been taken.**
- **In the battle for superiority between East and West, the NATO forces have relied on highly sophisticated jets, banking on the best technology. The Soviets rely on more less sophisticated fighters but have far more of them. Technology versus Numbers. Let's hope we never have to find out who adopted the right strategy.**



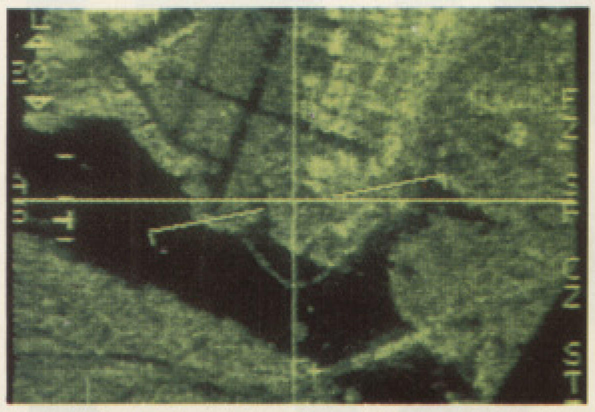


FEATURE

RADAR

The F-16C is equipped with a super advanced radar known as the APG-68(V), enabling it to pin-point targets day and night and in all weathers. For air-to-surface operations, it can pinpoint runways, shelters and parked aircraft from such a distance as to enable accurate delivery of its weapons payload while reducing risk of detection or return attack. It can also detect and track moving targets over ground or on water, even in heavy seas.

In air-to-air searches, the radar is capable of detecting objects 60 degrees above and below the line of flight, finding targets above and below the horizon at long distances, tracking 10 targets simultaneously and displaying information on other objects.



THE BASICS

The F-16 has undergone constant refinements and improvements during its history. But the basic features which have made this fighter so successful are still retained.

The structure is designed to withstand nine g's when manoeuvring – even when fully armed and fuelled. The way the cockpit is designed also means the pilot can withstand gravity pulls more easily. The seat is at an angle of 30 degrees and has raised heel rests, leaving the pilot virtually lying down. And, believe it or not, the design of his seat means he can remain in that position for missions lasting up to 10 hours. The bubble canopy over the cockpit gives the pilot excellent vision.

The F-16 is designed for one man operation. The pilot can fly the plane, operate radar, sensors and the weapons without lowering his eyes or removing his hands from the throttle or side-stick controller. Also, all F-16s are now equipped with forward-looking infra-red navigation, TV and precision targetting pods to give the pilot even more gadgetry to take into account. This complexity could be the reason that in the US, pilots are referred to as 'systems managers'.

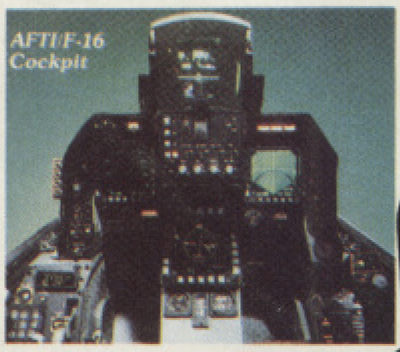
The aircraft's structure is designed to last for 8,000 hours of operation. That works out roughly to 26 years of service at 25 flight hours per month. It can reach speeds of up to 1,350 mph unladen and at altitude.

This fighter is also designed with a high 'survivability factor' which means the plane can sustain some battle damage and still complete its mission and return to base

THE F-16C

Combined Altitude Radar Altimeter: **This provides information from zero to 50,000 feet which is in turn displayed on the HUD.**

General Avionics Computer: **The heart of the fighter. Each update, the F-16 design gets a more powerful heart. Future designs include plans for a 'voice message unit' to alert pilots to engine malfunctions, fuel shortages, radar problems and other faults.**



AFTI/F-16 Cockpit

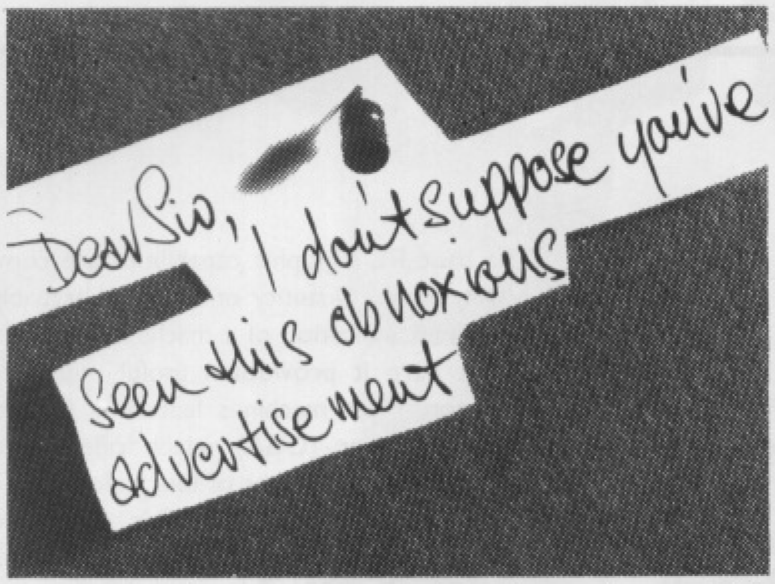
COCKPIT

Head-up Display Unit (HUD): **this is basically part of the cockpit canopy onto which various information is projected, including aircraft pitch, altitude, air speed, ground speed and horizon.**

Up-front Controls (UFC): **These are controls situated immediately below the HUD which must be easily accessible to the pilot with either hand. They include communication and navigation. The pilot can look at and use these controls without moving his head.**

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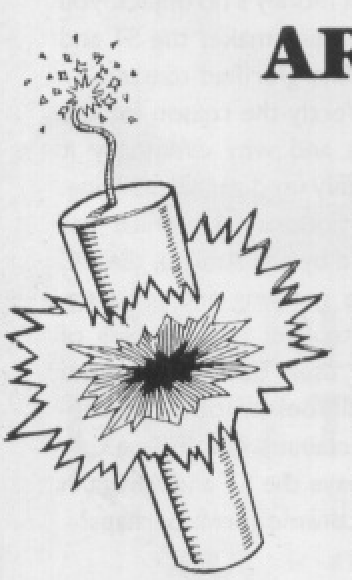
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VENI VIDI PC

It's been said that the future of the games industry lies with consoles and MS-DOS (PC) compatible machines. Console kings Nintendo, Sega and NEC have made their mark most significantly in Japan and the States, but seem to have left little impression in Europe – a situation which newcomer Konix will want to maintain.

The PC and compatible machines, on the other hand, are reputed to have sold in excess of 50 million units worldwide, making it the largest computer user base in existence. However, despite its enormity, despite the support of almost every software publisher and a truckload of publications (ours included), the PC games revolution has yet to happen. Indeed, will it ever happen? Gary Penn ponders the possibility.

In 1977, or thereabouts, International Business Machines unleashed its first microcomputer. Its Personal Computer was a fairly slow 8-bit machine, which set you back around £5,000 at the time. However IBM being IBM meant that the PC sold . . . to the 'big boys' – large corporations which had been buying IBM mainframe for years.

As testimony to the company's influence in its field, the first PC clone appeared a year later, and over a decade hence the clones are still coming.

IBM only secured copyright on the instructions in BIOS (Basic Input Output System) – basically *how* the machine did what it did, not what it did, which is why other manufacturers quite happily produced cheaper imitations by the skip-load.

Microsoft produced the PC's Operating System for IBM (PC-DOS), but it was a simple matter to make minor modifications and rename it MS-DOS before selling it to interested parties – and obviously there were many.

And so, seemingly by accident rather than design, a universal standard was set.

The first 16-bit incarnation appeared courtesy of Olivetti, and the PC user base continued to grow and grow. The machine only really entered the public eye in the last couple of years thanks to Amstrad's cheaper range – more recently in the form of a (very) low end PC200, which seems to be a step backwards from the Spectrum series.

Despite the introduction of the cheaper units, the PC and its many compatibles aren't taken any less seriously by its business-orientated users.

Leading computer manufacturers, including Atari and Commodore, have produced them.



Some of the country's top programmers write for them – and more importantly, use them to write for other 16-bit machines.

So what's the appeal? Obviously the main advantage is compatibility. With millions and millions of units worldwide, it's undoubtedly the world's most widely used 'standard'. How many other machines can boast a user base which easily numbers more than those of the ST, Amiga, Commodore 64, Spectrum, Amstrad and ZX81 combined?

In essence the PC is anything but a serious games machine. For a start, its joysticks are analogue (ie: they don't centre themselves, which is fine for flight simulations but little else), so unless you can handle this or use a mouse, the keyboard is your only means of interface.

The basic PC's graphic capabilities are comparitively weak. Quantity of colour is arguably an irrelevant indication of a machine's capabilities, but here it provides a useful means of comparison. Most machines feature a Colour Graphics Adaptor (CGA) which offers two grotesque colour schemes of four colours, one of which is always black. EGA (Enhanced Graphics Adaptor) boasts a 16-colour palette, while VGA offers 256 colours, and apparently there's more on the way – but at a cost.

Sound is the PC's weakest area, but then most of its users aren't that bothered (who needs 16 Channel wraparound sound to run a spreadsheet?). Kylie Minogue's latest single sounds better on paper than it does on a PC. Listen: bleep bleep bleep bleep bleeeeep . . .

That said, there are pieces of hardware (music cards) to plug into your PC to improve matters no end. 'Arcade' adventure specialist Sierra supports three separate sound cards on its more recent releases. No doubt, like all other PC extras released since the machine's inception, one of these music cards will become a standard and almost all software will support it.

When IBM designed the PC, it built it with expansion in mind – so if money's no object, you can build up a machine which makes the ST and Amiga look and sound like glorified toasters.

Which highlights perfectly the reason for the PC's continued success and why eventually it will become a more widely used games machine. Unlike, say, the Commodore 64 (which has effectively been replaced by the Amiga), the PC won't die. It just keeps growing and growing, getting stronger and stronger – a process of evolution. And as its user base grows and grows, more people will look to other areas – such as games and entertainment software.

So where does this leave the ST and Amiga in the years to come? In console form, perhaps?

Is there anything you want to know about software, its production, its programmers, its publishers or any other related topic? Is there anything you want to get off your chest (other than your itchy jumper)? Send all your relevant queries or complaints to BACKSPACE, The One, Priory Court, 30-32 Farringdon Lane, LONDON EC1R 3AU. **Over the following months we'll direct them to the people who matter – MD's, leading programmers and so on, giving them the chance to reply and air their views in the process.**

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